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The Gaming Magazine



MONTH'S COVER

One month and counting to "The Fellowship of the Ring" and we've got all the pre-movie excitement right here-including Legolas, straight from Decipher's new CCG. For more on the One Ring. check out our "Rule Them All" feature on page 42.

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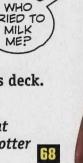
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NAME



NEW BLUE CARD? Blue mages have been losing the name game in Magic, and Odyssey ain't helping.

Thoever names the blue Magic cards at Wizards of the Coast should be banned.

I love playing blue; it's the most tactical color and even without countering has many neat tricks up its sleeve. But man, oh man, the card names just blow.

Now granted, the good folks who make Magic: The Gathering have had to name almost 5,000 cards. I can appreciate that it's not easy to come up with that many cool names. But why does blue always get the shaft? In the past, we blue mages have had to flop down cards like

Giant Oyster, Disruptive Student and Horseshoe Crab without cowering in embarrassment. All the while sitting across the table from someone casting the likes of Arcades Sabboth, Massacre, Gauntlets Of Chaos, Soul Burn and Force Of Nature.

And the new Odyssey set makes matters worse, saddling the true blue with cards like Cultural Exchange, Peek and Standstill. What, no Unstifled Yawn, Good-Sized Turtle or Repentant Barnacle? Maybe next time.

Though it's little conciliation, the other colors get to feel a little of blue's pain in Odyssey, with green having to add the likes of Nut Collector and Diligent Farmhand to its stable. White gets the decidedly unfantastic Beloved Chaplain and Graceful Antelope. Red and Black have always scored the lion's share of cool names, and that hasn't changed, though the former gets stuck with a card called Mudhole and the latter an Overeager Apprentice.

Why fuss over something as seemingly trivial as Magic card names? Because fantastic sounding cards pull in fantasy fans and make you want to learn more about the game. Magic needs all the fans it can get. The reason there are million-dollar pro tours and cards available in every town across the world is because Magic has attracted zillions of fans. Mostly fantasy fans. If my first cards had been things like Sawtooth Loon, Fledgling Osprey and Camel, I doubt I would have been interested enough to play the game.

But there's a solution. To minimize lame cards, just adopt this simple rule: All card names have to also make for cool band names. So, Maggot Therapy, yes. Zoologist, no. Liquid Fire, yes. Elvish Farmer, no. Mindslicer, yes. Barktooth Warbeard, maybe, it could be a Gaelic speed metal band.

I doubt that test will ever be instituted, of course. But I'll just be happy if we don't start seeing things like Not-Quite-So-Ancient Kavu, Inner-City Bouncer and Ball Collector.

Give us more Arcane Denials, Demonic Hordes, Gravebinds, Stone-Throwing Devils... Please, for the love of Braids.

Tom Shil. Tom Slizewski Managing Editor (not a nut collector)

masthead

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Drink more beer--OJ kills

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Misition

TALKIN' TURKEY... BAD WHIFF... EFREET ENVY...

Hiya kiddies! Rodney the Talking Turkey here to introduce this month's letters column. The regular letters guy, Tom "Jones" Slizewski, gave me the space at the beginning of this month's "InQuisition" to talk about whatever I wanted. He still feels bad for eating my dad last Thanksgiving.

So this is my chance to tell the world what Magic is missing. Namely, turkeys! It really grabs my groin that there are cats, dogs, birds—even frickin' turtles—but not one tourney legal turkey— except for Cephalid Shrine, but that's not the kind I'm referring to. I wanna see some two-legged, struttin', waddle-headed 'keys in this game. And soon!

It sure would add some variety when my buds and I get together in the barn to slap down some Magic. Right now, we all play the same decks. What kind of decks do turkeys play?

Goblin, of course.

JTH CLUB

BRILLIANT YEY TASTE

GREAT.

WANTS MINI PEARL

I am looking for a certain type of minis game and, since you guys play every good game there is, I thought you might be able to help me. I am looking for a game set in medieval times that has knights, sorcerers that kind of thing. I have thought about Warhammer and Mage Knight but these games require a lot of time and money and the need to learn complex rules, all of which I do not have. It would be perfect if it had easy-to-learn rules that require strategy more than luck and a way to win without having to buy that \$40 awesome guy who kills almost everyone on the board. I just want a fun strategy and tactic based game that is fun and inexpensive.

K. M. jkav@core.com

Check out the upcoming Mage Knight Dungeons. It has knights and wizards, easy rules and requires little money to get started. Any game that's fun for the long haul is going to require a bit of complication though. If you can't handle that, you're destined to a life of tic-tac-toe and one-potato, two-potato.

lin witch with a large open mouth displaying yellow sharpened fangs. Her unkempt long hair hangs in tatters around a plain gray robe. A large ornate ring dangles loosely from a string worn around her neck. Three goblin children wail loudly at her feet as a hapless paladin flees in terror.

For husbands everywhere, we men need to see this card in print somewhere.

Leo Agosta via e-Mail

P.S. If I send you a picture of my wife will you use it as art for the card?

This is the saddest letter I've ever gotten. For the love of God, please don't send a picture.

RIGHT ANGLE

I play WWF Raw Deal CCG and am wondering two things:

- 1. Why did they make all the new rules and deck requirements in *Backlash* expansion like prematch and midmatch cards. It was a great game before, why did they have to go and complicate things?
- 2. Why did they make Mankind before they made Kurt Angle? I mean, Mankind is good and all, but everyone knows that Kurt Angle is better.
- 3. And whatever happened to your Raw 5 Deal price guide? You have Survivor card prices but no Raw Deal card prices.

Mat Williams & Lawton, Okla.

I put your question to Zev Shlasinger, brand manager for Raw Deal. After giving me the double middle finger, he answered your questions:

1. "We wanted to expand the strategies found in the Raw Deal CCG. And what better way than to introduce the prematch and midmatch shenanigans that take place on the

BAD WHIFF

I have an idea for your "What If?"

column:

Card Name: Wicked Infernal Female Entity (acronym is W.I.F.E., pronounced "whiff"). Casting Cost: 1RRUU.

Abilities: 2R: Tap target creature (caught husband sneaking out... stopped him in his tracks).

2U: Destroy target artifact (destroys husband's *Magic* cards) 3R: Destroy target land (destroys husband's garage/den)

Art: A horribly disfigured gob-

UNITED STATES OSTAL SERVICE

<u>well of knowledge</u>

You got questions we got enswers Well not us personally. But here are the best places you can go to find the information you so desperately crave

Magic
Online price guide, buying and selling forum and pictures of all the cards:

Website: wizardworld.com

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television shows?

2. Mankind has a cool mask. Angle wears ballerina tights! Besides that. at the time Raw Deal was being developed. Angle was not the superstar he turned out to be. In fact, our new Survivor Series will be a reprint set with updated pictures and text. Mankind will become Cactus Jack and an updated Undertaker will now be known as 'Deadman, Inc.'"

3. The IQ price guide will be covering the lesser traded games on a rotating basis. Some months we'll have Raw Deal; others we'll have Warhammer, Warlord, Edible Hamsters the CCG... whatever's new and hot.



ENTER: THE STORM SHAMAN

In response to your call for pix of people who look like Magic characters: Let there be no question about it; my dad is the Storm Shaman.

> Mike Rudberg Winthrop, Mass.

Guess that makes you a lingering mass of hot air.

CLUE? WHAT CLUE?

I think that your magazine is completely stupid. The top 100 list with Spiritmonger on top and no Time Twister at all is so frickin' wrong that it doesn't deserve to exist and you should apologize to all gamers that had the misfortune ever to read it. Your magazine's combos also suck. Do you people actually even play Magic or do you just look at lists and throw random card names together? How can you be such complete idiots?

Nick Robillard slimshady 77@hotmail.com

Being an idiot is easy. One way to accomplish it is to write letters to magazines without knowing what the heck you're talking about. Case in point: The list Nick is referring to has the top selling cards around the country. We don't rank 'em by how good they are, just how much market activity they have. Like it says under the Top 100 list logo: "This month's biggest sellers and most sought-after cards."

MANY LEVELS OF SUCKINESS

Firstly, Ice Age does suck. However, that deck your buttweasel staff came up with for Magic "Block Party" in InQUEST #78 flat out bites the big one. It should have been either a pure Necro or a blue/white counterpost deck. Either one of those would have been more competitive. Intentional sabotage doesn't prove your point, it just makes people like me doubt the facts a little more.

> Brian Fletcher blackhart1@yahoo.com

Fresh from having crammed four packs of Ho-Hos down our only toilet, is chief saboteur and associate editor Steve Frohnhoefer with his rebuttal to your vile accusations:

"As president of the local chapter of Snow-Covered Landhaters, I wasn't really concerned that Ice Age would win the 'Block Party.' You know, Brown Ouphe and Chub Toad aren't going to beat the crap outta Masticore, Morphling and Lin Sivvi. And so black/white it was.



What's the best way to sell my Magic: The Gathering cards? I have pretty much a full set from Beta all the way through Apocalypse. Can I make more money selling them as single cards or as sets? This is an emergency, and I need money F-A-S-T!

-MonevGale@AOL.com

Hey, come on in. Can I get you something to drink, a Pepsi, a Yoo-Hoo, something...? Have a seat. So, what've you been up to? Yeah? San Diego, huh? I hear the weather's just perfect out there. Like it's always GIMMIE YOUR NUTS! NUTS! NUTS! NUTS! GIVE IT UP! DON'T TRY AND FIGHT ME, I DO ISOMETRICS! C'MON, LET GO! LET GO! **UNCLENCH YOUR FIST! YOU'RE NOT GONNA...HA! GOT 'EM! MINE!** MY NUTS! MINE!

Magic Ask the publisher any question about the game: E-mail: questions@wizards.com

Magic Most current, complete extensive rules clarification's and card rulings: Website: www.crystalkeep.com/ magic/index/htmlhtml

Star Wars & Star Trek CCGs Complete checklists for all supported Decipher games and the most current rules versions, Website: www.decipher.com

Electric Game Reviews Want an honest review on that \$50 PC or video game that was just released yesterday? This is the place: Website: www.zdnet.com/gamespot/

Mage Knight Every figure in full color, complete with stats, tourney info, strategy articles, upcoming product. Very slick site. Website: www.MageKnight.com

EVEN MORE LETTERS...

QUICK HITS EADER



Who cares about "What If?" It's not Ever. It is a waste of space. One instance that particularly irked me was issue #76's The Predator A nuclear explosion scant two damage per side?

Rebels out of "Enter the Dragon." Clearly you are all mentally disturbed since the rebels are the best faction in the game.

Joe Sinclair Xenorph@prodigy.net

I just bought a Magic Whirlpool preconstructed deck with an odd screw-up. It came without Opt, Confound or Jilt-not even one, let alone the two it should have. What was in their place? A Forest. That's right, one little grove of trees have sprouted in the place of four key cards.

-Matt D. Wichita, Kan.

I almost fell over laughing at that your "Late Night With Juzam Djinn." You should con-sider making it a series in every magazine. —SilvrWyvern@aol.com

Why does Dromar, The Banisher, have a four-star rating when Treva, The Renewer of the dragons, next to Rith. But yet Treva only has three stars while Dromar, The Gay has four.

Muscle Shoals, Ala.

The artist for Savage Gorilla drew an orangutan instead of a gorilla.

—Nigel Jian crazy2986@yahoo.com

I didn't think it was physically possible, but INQUEST both sucks and blows. I don't read it frequently, but your new guy, who replaced Rick Swan, sounds like the biggest but-

-KewlKevin789@A0L.com

Spiritmonger is almost as good as Masticore and should have been on the top creatures of all time list, even if he only works in black/green decks. You have to admit that he's even better than the broken Efreet from Magic's early days.

Jelinboyz@cybertours.com

Counter/post, you say? I suppose you'd have liked Counter/Phoenix or Forbidian to represent Rath Cycle and Blue Skies to have it out for Masques. Oh, the excitement of hourlong games.

Would straight black Necro have been better? Perhaps. But our crack staff, since we actually build decks ourselves rather than copycatting the pros, wanted to give Ice Age a fighting chance with some removal spells. Without Disenchant and Swords To Plowshares, Ice Age block probably doesn't win a single game.

Now, if you'll excuse me, I gotta go drain the brake fluid from Slizewski's car."

BLOCK HEAD

I was reading InQUEST #77 and saw that the old school deck in the "Block Party" article had Ivory Tower in it. I was wondering have you thought of the combo Ivory Tower and Spellbook-costs 0: Skip your Discard Phase, I think the deck would do much hetter with that combo.

> **Bobby Saunders** bo523@prodigy.net

Great combo, Bobby. If only Spellbook wasn't from the Rath block, it may have made it into the old school deck.

EFREET ENVY

I own a Serendib Efreet that is misprinted. It's green for some reason. How much is it worth? And why is the Serra Angel a rare now? That sucks.

Tim Carlson Racine, Wis.

What a great opportunity to introduce our shiny new foil price guide editor Jeremy Smith. Take it away, J:

"Lift those pale gamer arms, Tim, and flip a few pages to our price guide section. You'll see that all Revised Serendibs have the green border error-probably caused by a computer glitch when the set was produced. You'll also see that the card is worth \$4, median. As for Serra, they probably made her a rare because (a) she's extremely powerful in draft and sealed play and (b) her sex appeal has made her a chase card, as you can see in our Price Guide Top 100 list on page 83."

HELP ME FIND THESE KINGDOMS THREE

I live in Oregon and am trying to get my hands on a complete set of Portal: Three Kingdoms. Ouch! How do I get these in English without flying somewhere? If you guys could lend me a hand I would be very grateful.

> Galen Hannah Central Point. Ore.

Never lend a guy a hand, unless you know for sure what he's going to do with it. That's my motto. But I'll make an exception. You don't have to fly anywhere, Galen; that's hard on the arms. Just get your local dealer to hook up with a distributor who sells these cards. One such is The Edge-Man at www.edgeman.com; phone (214) 349-9690. Unfortunately, only dealers can order from them and Three Kingdoms booster boxes are bucks. To the tune of \$160 a box!

BLACK & WHITE AND RED ALL OVER

I bought the Beatdown box set and got a card that was blank. The back is normal but the front is totally white. I'm wondering, is this a defect or is it supposed to be included and does it have any value?

> Jon Osberg Woo Dale, Ill.

Note to all would-be Magic tycoons. Blank cards, even if misprinted, aren't going to be worth anything—especially the ones from this set which were standard issue. Same goes for World Championship decks; they come with blanks too.

NEVERENDING STORY

I'm a little dated here, but can you answer these questions about the Magic storyline?

- 1. Is Mirri really dead?
- 2. What happened to Ertai?
- 3. Why is Squee called "Goblin Nabob" on his card?

Warlord/L5R

Get the latest checklists, storyline fiction, tourney info and news on all Alderac Entertainment games! Website: www.alderac.com

Harry Potter TCG

Though not an "official" site, this part of muggle net has scans of all the cards, decks, stratagy even a rough price guide. Website: www.angelfire.com/games3/hptcg/

LAST OF THE LETTERS...

- 4. How did Urza kill Mishra?
- 5. If X=2 and Y=3, how many pancakes would it take to shingle a doghouse?

Cary Gibson Arlington, Tenn.

Never, ever, under any circumstances shingle a doghouse with pancakes. They just don't stand up to hail damage; use waffles instead.

- 1. Probably. But then again, I thought the Green Goblin was dead too.
- 2. He moved to San Fran and is sharing a basement studio apartment with three other fellas.
- 3. "Nabob" is a royal title, like king or emperor, in the culture of the goblins that Squee encountered on Mercadia.
- 4. He trapped him in Phyrexia, chained him to a chair and made him watch "Different Strokes" reruns until he puked his guts out. All of them.

GROWIN' YOUR OWN

I live in France and found InQUEST in my travels to Portugal. Unfortunately, in France, they don't sell your magazine, and it's too bad. French CCG magazines suck.

Here is my question: Does a Magic card editor exist on the Internet? If yes, what is the Internet address?

> Aoshi Shinomori aoshilevrai@hotmail.com

The best CCG card editor/creator we've found is at www.ccgmaker.com. It's not free, but \$10 is a fair price for a program that easily lets you make your own custom cards or fine-looking proxies. And you can try it before you buy it. There's a free demo that lets you make all the green cards you desire. It's for PCs, not Macs, of course.

SAVED FROM EBAY

It so happened that I stumbled across several old issues of InQuest and sat down and read them. Now, less than a month later, I have dug out my old box of Magic cards, played in two Type 1 tournaments-in which I got my rear handed to me on a silver platter—and bought a bunch of new cards.

I would just like to thank you for saving me from the world of rap music, eBay, and other negative influences. I also hope to get around to playing a game of Warham-

mer 40K in the future, as I had dropped that, too. Oh, and on top of all that, I learned how to swim.

> Ben "Pool Skool" Woit Minneapolis, Minn.

That's the great thing about this rag; it'll learn you how to win at your favorite games and somehow teach you how to swim at the same time. And reading it is good for your English grandmar... umm grummer... no, grandma... language skills.

Looks like I've used up what few language skills I possess for another month. Time to kick back with a Calvin and Hobbes collection and try to recharge. One more thing: Remember to give thanks for all the blessings you enjoy this turkey day.

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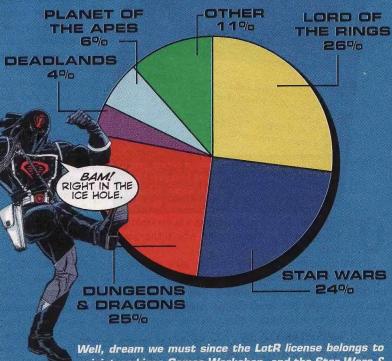
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Managing Editor Tom Slizewski never drinks alcohol around women. He learned the hard way that beauty is in the eye of the beer-holder.

ADAPTED



miniature-kings Games Workshop, and the Star Wars & D&D rights are WotC's. However, there were plenty of good ideas in the "Other " category, including G.I. Joe, Final Fantasy, Rifts and Star Trek. Those interested in BattleTech should find the new WizKids version on shelves next summer along with our own offering, Chinese Hi-Tech Monkey Fart.

What's happening in the world of gaming...

Magic's All-Star Game

KAI BUDDE SHOWS WHY HE'S LEAGUE MVP



nce each year, the 16 best Magic players in the world gather at some exotic locale to see who's the best of

It's strictly an invitation-only event. To score an invite, you have to rank as one of the world's top players, be last year's defending champ, or squeak in with a high DCI rating and a fan vote. This year, the 16 players who passed this test assembled in Cape Town, South Africa, for a weekend of playing a wide range of formats designed to test the gamut of their Magic skills.

The preliminary rounds of the Magic Invitational consist of 15 matches, best two out of three, with each player facing off against every other player once in five formats. The two players with the best record at the end of 15 rounds meet in the finals. The finals consist of five matches, best two out of three games, with the finalists playing each of the formats. The winner will be the first player to win matches in three of the five.

Competition kicked off with Duplicate Limited. Each player received an identical card pool and had to construct a 40-card deck from it. To put a twist on this format, the card pool included new Magic cards made up just for the tournament. Things like Partial Recall-U, Instant. Name a non-land card, reveal the top three cards of your library to all players. If at least one of the revealed cards is the named card, put all three cards in your hand. If it is not, put the three cards on the bottom of your library in any order. Also, some existing cards had their casting costs changed,

Kamiel Cornelissen, Mike Pustilnik and Tom van de Logt emerged undefeated after this round.

Decks Bigger Than Your Head

Up next was the wackiest format of the tourney, Five-Color, Competitors had to construct and play decks with a minimum of 250 cards and using all five colors. Check out www.5-color.com for complete rules and banned cards list. Odyssey cards were legal, and each deck had to have a minimum of 18 cards from each of Magic's five colors. Players flipped for ante and the player who won the largest dollar amount in ante over three games won the match. Kai Budde made his move in this format finishing 5-1, tieing him with van de Logt at the top of the standings.

Gimme Squid

Day two saw more familiar formats. First was Rotisserie Draft, where the field was divided up into two eight-player pods. Each pod then drafted from one entire Odyssey set. So what card was picked the highest from the set? Both pods saw Magic's killer squid, Aboshan, Cephalid Emperor, chosen first. Dan Clegg, playing black/blue, made his move in this format and ended up on top along with Budde at 7-2 when it was over.

Drivin' Standard

With Odyssey released just two weeks prior to the Invitational, it was interesting to see how the best players would adapted their decks to the new Standard environment. Each player had to construct a deck with cards legal as of November 1, 2001-Seventh Edition, Invasion, Planeshift, Apocalypse, Odyssey. Well, it would have been interesting had many Odyssey cards seen play. However, there were few, with only the Shadowmage Infiltrator making a consistent showing. Budde and Clegg both played four in their main deck and ended the round still on top at nine wins, three loses, each.

How Much For That Wall?

The final day had arguably the toughest format, "Auction of the People." It required players to bid starting life and hand-size on

fan-created theme decks. Similar to last year's Auction of Champions, 17 decks were auctioned off to the players. Starting with the number one ranked player in the tournament, each player selected one of the 17 decks, then bid a starting hand-size and starting life total to play it. The next player then passed or declared a lower bid. If a player passed they were removed from the remainder of the bidding for the current deck. The player with the lowest bid played that deck in the tournament. Bids ranged widely. Michael Benafel was willing to start the game at five life and a five card hand to play what looked like the strongest deck-Chimera. Two players got decks that allowed them their full 20 life and seven card hand.

played in this year's Invitational.

Kastle, Chris Pikula and Jon Finkel appear

on the cards they designed. The latter two

Budde bid 10 life and five cards to play a legend

deck packing all the characters we know and love from the Weatherlight saga: Captain Sisay, Crovax, the Cursed, Ertai, etc. Clegg bid 13 life and six cards to play a spy-themed deck containing Goblin, Orcish, Stromgald and other spies galore, When the madness ended they were both still on top, with final records of 11-4.

Endaame

Budde and Clegg now entered the finals, where they would each play a match in the five formats. They chose to start by playing Standard. Both were playing mostly black/blue decks, with Clegg adding white to support Absorb and Meddling Mage. The match went down to game three with Budde winning.

Next, they played their Auction decks. This looked like a lopsided match going into the duel and proved just that. Budde's legends easily handled Cleggs spying bozos. Budde was up 2-0 and only had to win one more format.

Things looked grim for Clegg as he also lost the first game of the third format-Odyssey Rotissierie. But he stormed back to win 2-1.

Ditto for the fourth format, Duplicate, Budde quickly won the first game, with Clegg battling back to win games two and three. The finals had shaped up to be the most exciting ever at the Invitationals, with everything coming down to the last format, the one neither player wanted to play-Five-Color.

Show Me The Money

The winner of the Five-Color format would be the person who had won the highest value ante card after three matches according to the InQUEST GAMER price guide. Game one had Clegg playing for a \$3.50 Serenity-and a \$2 Strip Mine from playing Contract From Below-against Budde's \$6 Misdirection. Budde won.

Ante for the second game saw Clegg's \$12 Plateau against Kai's \$6 Underground River. Clegg was already down \$5.50 for having lost game one. Luckily, he won game two. But not before Budde managed to swap his Underground River with a Jeweled Bird worth only \$2.

Going into the final game for the Invitational crown, Clegg was down \$3.50. Tension was high as they flipped their final ante cards. It was Clegg's \$80 Library Of Alexandria against Budde's \$6 Time Warp. It looked like whoever won game three would win the event.

But it was not to be. Budde managed to Tinker his Fellwar Stone on turn two into another Jeweled Bird. He traded the bird for the ante and reduced its value to below what Clegg needed to win.

And so Kai Budde entered the exclusive ranks of Invitational winners. A version of his card will be included in the next Magic set, and he'll be immortalized in its artwork like past winners before him: Darwin Kastle on Avalanche Riders, Mike Long on Rootwater Thief, Chris Pikula on Meddling Mage and Jon Finkel on Shadowmage Infiltrator. Tom Slizewski



Odyssey Changes Magic forever. PAGE 36



First Lord of the Rings Killer Deck. PAGE 52.



Warcraft massively multiplaver mnline. PAGE 68.

Odyssey*'s* Hottest Cards. PAGE 79.

Warhammer & Marvel Recharge *Checklists!* PAGE 98.

These Vamps Don't Suck

BLOODLINES EXPANSION DEBUTS NEW BLOODSUCKERS

he eternal struggle between man and vampire is about to get a whole lot stranger.

Gargoyles, Daughters of Cacophony, Harbingers of Skulls and many of the smaller bloodlines are joining the fray with the late November debut of the Bloodlines expansion for the Vampire: The Eternal Struggle collectible card game from White Wolf Game Studio.

"Bloodlines will add more than 160 original cards to the mix and introduce new powers and deckbuilding strategies to the game," said White Wolf president Steve Wieck. "It will reveal vampires never before seen in a card game."

The idea behind this third expansion for the resurrected Vampire CCG is to introduce the smaller bloodlines and concepts from the core roleplaying game to the CCG. Bloodlines

in the World of Darkness setting are not full-fledged clans, but smaller factions with less political power. Still, many have specialized disciplines and have made important alliances. You can expect to see the likes of the Ahrimanes, Baali, Blood Brothers, Kiasyd, Nagaraja, Salubri, Salubri-Antitribu, Samedi, True Brujah and more in this expansion.

Most of these bloodlines, like the major clans of the Sabbat and Camarilla, have a specialty you can exploit by playing them. For the Ahrimanes, it's shamanism; Baali have demonic powers; Blood Brothers, blood and body sharing; Daughters of Cacophony possess supernatural song; Gargoyles have flight and an affinity for stone; Kiasyd use fey magic; Salubri have healing and body control; Salubri employ righteous wrath; Samedi exploit trappings of death; and True Bruiah utilize time manipulation.

Bloodlines isn't just about new vampires though, it also adds several mechanics. One such is the "infernal" trait. An infernal minion is one that has sold part of his soul to a demon and is therefore harder for a Methuselah to control. To represent this, Methuselahs controlling any infernal minions must burn a pool every turn or tap their infernal minions.

Bloodlines will be sold in boosters only. It's scheduled to fly into stores on November 11th and will retail for \$2.75 per pack. Rarity will the standard common, uncommon and rare. Happy bloodsuck-

ing! Bill Ricardi DO I MAKE YOU HORNY? Never before seen vampires debut in new V:TES expansion.



"LORD OF THE RINGS" FILMS NEWS & UPDATES



You know you wanna see the real sword Gandalf uses or the recliner Bilbo kicks back in. Now you can when the "Lord of the Rings" movie costumes, props and still photos debut in the "A Journey to Middle-earth" collection on display from Halloween to November 11 at Casa Loma in Toronto. What could be better than elven glassware and hobbit prosthetics? Advance tickets, priced from \$10 to 14, are available at Ticketmaster outlets or by calling 416-870-8000 to charge.

Actor Andy Serkis, who voices the devious Gollum in all three "Lord of the Rings" films, treats the part as a "ring junkie complete with withdrawal symptoms." He wants the role to feel real: "When you are playing such an extreme character, you have to root it in something the audience can identify with."

Wanna Join the Federation?

ZERO GRAVITY LEAGUES ARE FORMING NOW

t's a cross between the WWF and boxing. It lets any player create his own league and make up his own championship belt. It's an all new way to run a competitive game league.

It's the Zero Gravity Xtreme League or ZGXL, for short. And it's starting up now in cities across America.

Any player of Zero Gravity, the action figure/collectible card game introduced in August by Atomoton, can become a zMarshal. As zMarshals, they head up a federation of one or more players and create their own title belt and book matches for it in any way they like.

The more zMarshals in a particular federation, the more belts it can have and the more important and influential the title belt. A federation's rank will depend on the number of players in it. Levels range from Bronze, composed of a few contenders, through Silver and Gold, all the way to Platinum federations of more than 20 players.

Tournaments occur when two different federations get together; they can create a special belt for the occasion or, if they dare, put their own belt on the line. The idea is to have tourneys that involve roleplaying as well as card skill. The ultimate prize will be the Darkside Station championship, the highest-level belt currently in the ZGXL.

Various type of matches can be fought to

claim a ZGXL title belt. Everything from singles (mano-a-mano), doubles (two on two), melee (up to six brawlers in a free for all), "krewe match" (a krewe of three or more face off against another krewe of three or more), and "fall match" (first person to push opponents off the table wins) will be legal.

Sign up at your favorite hobby store or surf on over to www.ato-



2001 Hugo Awards

BEST SCI-FI HONORED

.K. Rowling's Harry Potter and the Goblet of Fire won the 2001 J.K. Rowling's Harry router and the cooler symmetry Hugo award for best science fiction novel. The awards, named in honor of Hugo Gernsback, "the father of magazine science fiction," are presented annually by the World Science Fiction Society. Along with the Nebula awards, the Hugos are the most prestigious honors accorded to speculative fiction writers. Also receiving awards were:

- BEST NOVELLA: "The Ultimate Earth" by Jack Williamson
- BEST NOVELETTE: "Millennium Babies" by Kristine Kathryn Rusch
- BEST SHORT STORY: "Different Kinds of Darkness" by David Langford
- BEST DRAMATIC PRESENTATION: Crouching Tiger, Hidden Dragon
- BEST PROFESSIONAL ARTIST: Bob Eggleton
- BEST NEW WRITER: Kristine Smith 10 Staff



REAL CARD OR INDUEST IMPOST



REAL CARD OR INQUEST IMPOSTER?

Tee-hee, blending horror and humor is hard. The CCG this card came from failed miserably. Assuming this card ever actually appeared in a CCG. Maybe it's just a product of our twisted imaginations. Make up your own mind, then see the amazing answer on page 30.

INHEAT

Though Magic may never add a new mana color, the Harry Potter trading card game is wasting no time in expanding its horizons. This month's Quidditch Cup expansion adds a new color to your spell-casting repertoire.



Standard Clue with D&D characters would be enough for us to buy this game, but USAggoly has sweetened the deal by adding creature cards and combat to the game. Regdar with the Vorpal Sword in the Dragon's Lair never sounded so good.

worried that L5Rs long absence would fatally hurt this classic game. But not to worry, it's back in full stride, and Alderac is managing it masterfully. Perfect Cut was honed

dust when you think the Mage Knight universe can't get any cooler... Coming soon, to scale castles your figures can defend or your armies can storm. complete with damage dials that reflect

The WWF wrestling CCG Raw Deal has proven itself a survivor in the game-eat-game market. Now it's celebrating with a new base set. Survivor Series isn't just reprints, though, there are new foils, updated wrestlers and revised text to take into account the changes at the WWF since the game's launch.

We've seen every CCG ever made and none have blown us away with their pretty pictures like the new Warhammer 40K CCG. The bar for what

> constitutes good art has just been raised out of sight.

Big thumbs up to the organizers of the Game Industry Disaster Fund Auction. This is an online auction of

donated game products to benefit the people affected by the World Trade Center calamity. Go to www.gidfa.org/ and buy something:

WARHAMMER 40K

Mage Knight Mecca

MINI MANIACS OPEN MK-ONLY STORE

he good news is that a store has opened dealing exclusively in all things Mage Knight. The bad news—at least if you're an American—is that it's in Dusseldorf, Germany.

Appropriately named "The Mage Knight Store," it sells only the mega-popular prepainted minis game from WizKids. It supports the game with tournaments, painting clinics and as a place to hang out and talk about the game.

The store is a celebration of Mage Knight, from its walls featuring airbrushed illustrations of characters, to its huge stockpile of new and used miniatures. Currently, it's hosting four sanctioned events every week, from booster drafts to team events. Richard Kloster, German Mage Knight champion, works there so there's always professional advice and competition available. "The Chosen One," as he is known in the MK community, currently dominates the German rankings and plays in the store's tournaments.

The Mage Knight Store offers generous prize support in the form of limited-edition dragons, chariots, and lancer promos to tourney winners. Between rounds, players can help

playtest new units being considered for future releases.

According to Robert Simon of FanPro, the German game distributor, the store is the perfect example of how to "make something of virtually nothing, by taking a very specialized item and letting it sell itself, and become a great success." For more, check out their web site: www.magestore.de. Dustin Hall



Hidden Treasure Everywhere

X REALLY DOES MARK THE SPOT

ho hasn't wanted to search for buried treasure? Now, thanks to a cool new gadget, anyone can. All it takes is a Global Positioning System receiver (GPS) and a little sleuthing.

It's part of a new adventure game called "geocaching." You play by going online to find out the latitude and longitude coordinates of caches hidden all

over America—and at least 68 other countries. You then use your GPS to try to get to the coordinates and find the stash. Used properly, the handheld electronic devices will get you to within 50 feet of the caches; then, it's up to you to snoop it out.

Don't expect pirate treasure-type payoffs though. Most of the caches contain only trinkets and a logbook. Most also ask you to leave something if you take something. There are exceptions. The "Planet of the Apes" film ran a geocaching promotion where they hid film props in locations around the world. One was even stashed underwater, and you had to dive to get to it!

To see how many caches are hidden near you, just surf over to www.geocaching.com and input your address. All you need to play is a GPS, which can be had for \$100 to \$250 and a good set of hiking shoes. Though many are located throughout easily acces-

sible areas, many more of the hidden stashes are in remote locations,





into served in -sized chunks

· "Buckaroo Banzai" and "Mad Max" get the deluxe DVD treatment in January-including Mel Gibson's non-dubbed dialogue. Also in January,

the first season DVD collection of "Buffy the Vampire Slayer."

 "Star Trek: Nemesis". the tenth film in the series, is due to begin shooting on November 28th, directed by Stuart Baird (U.S. Marshals) and scripted by John Logan ("Gladiator").



- · Fireworks Entertainment ("Relic Hunter," "Andromeda") has gained the rights to produce a "Forgotten Realms" television series, based on the popular Dungeons & Dragons RPG setting.
- November's DecipherCon was canceled due to concerns about travel safety. All wouldbe prize money will be donated to September 11th charities.
- . The computer-animated "Heavy Gear" cartoon television series, based on the giant robot game by Dream Pod 9, premiered in September. Look for it on a Fox, UPN or WB station near you.
- "Men in Black 2," "Spider-Man" and "The Time Machine" are being re-edited due to the September attack on NYC-removing scenes of the World Trade Center or potentially insensitive material—with "The Time Machine" being pushed back to a February release from December.
- James Cameron's Lightstorm Entertainment is developing "Fathom," based on the comic about an amnesiac woman and an aquatic race.
- . "Goldmember," the next movie in the "Austin Powers" series, begins shooting in November and is due to be released in July 2002.



Frankenbabe never walked the earth as a real card. The art was commissioned for an INQUEST cover. It turned out so disturbing, we couldn't use it.

More Dragon Balls

CELL SAGA EXPANSION ON DECK

You got 'em. Dragon Ball Z CCG fans can look forward to more of the mystical game-winning spheres, fighting styles and characters next month. The upcoming Cell Saga expansion adds a new set of style masteries and, get this, level 5 personalities! It's enough to make any DBZ fan scream "Tokui-Waza!"

Here's the lowdown on the new set from David Eckhard, Score's lead game developer: FIGHTING STYLES: "Cell Saga has a new set of masteries that reflect a different part of each fighting style, which gives players a choice on which aspect they want," said Eckhard. "Do they want to use red for anger or red for physical beatdown? Do they want to pay their orange attacks cheaper or do they want to keep (opponents) from using physical combat cards?" DRAGON BALLS: They're the name of the game. And the new Dende Dragon Balls each power a personality to full and provide another effect. Examples of nifty secondary effects include shuffling a Dragon Ball back into a player's life deck, recycling discarded cards into or onto the top of your life deck and discarding allies.

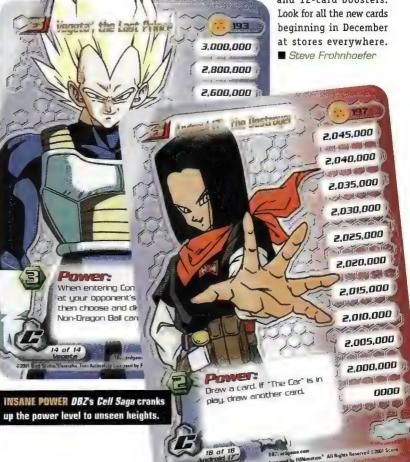
MORE-POWERFUL PERSONALITIES: Goku, Gohan, Piccolo, Vegeta and Trunks all get new personality levels in Cell Saga. The level 5 Vegeta, the Revitalized, performs a physical attack doing nine power stages of damage. Goku, the All Powerful, another level 5 personality, does five power stages and five life cards of damage with his physical attack.

And you thought Super Saiyan Goku was bad-ass.

NEW PERSONALITIES: The set's namesake, Cell, and Androids 16, 17, 18 and 20 now become playable main characters, each with its own unique style. And, as an added bonus, Eckhard said, "There are even some characters that gained new levels that can only be found in the boosters, like Chichi. Bulma, Krillin, and Android 19."

The main Cell Saga set consists of 200 cards. Players can also hunt down six preview cards and 10 promo cards. The set will be sold in both preconstructed decks

and 12-card boosters. Look for all the new cards beginning in December



Kss contour Magn type goodbye cardinopers. With Oriober's release of Dayssey, the lavasion Block officially becomes history and the Story moves on to new pastores. Gone are the boune labogarth, effeminate Ertal and flying boat Westherlight to the mix now are magic Squids, chicken people and a crazy-looking babe named after her hairds. There's no better time to reflect on what Magic brought as over the past year and make it note a bands. Carry-anywhere chart. Charts, good.

the past year and make it of	no a proof fath unbropers	Ensert Luaris, guou		
	MARION	AME IN	APPENDEN	(C) DYSSIY]
# 1 TOURNEY CARD				
BEST	ARMADILLO CLOAK	TERMINATE	JILT	WILD MONGREL
MOST BADASS CREATURE	OKCIMAN, FILL SAMP AS			
LAMEST CARD NAME	TURF WOUND	SAWTOOTH LOON	OVERGROWN ESTATE	DILIGENT FARMHAND
WORST FLAVOR TEXT	WINNBW "Strength in numbers? I think not." —Gerrard. Any wonder he's dead?	MIRRORWOOD TREEFOLK "It doesn't need a dite. The bark works just fine free_bark_We get it!	NECRA DISCIPLE "The darkness merely hides the light." Out! Somebody call Carl Sagan	PATROL HOUND "To the camp it was a fierce and logal protector. To the sectry's goodgest daughter it would always be her Wuy Wuffin." Hand me the bart bag?
COOLEST	KICKER	GATING	FLAGBEARERS	THRESHOLD
NEVER SAW PLAY				

PICKOFTHEMONT



/ARHAMMER 40K CCG

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AN ONI'S FURY (Legend of the Five Rings CCG)

WHAT IT IS: The latest L5R expansion provides a new 156-card set as a new storyline tournament kicks off with a Shadowlands attack against the Kaiu Wall. Alderac. \$11.99 per 84-card starter. \$2.99 per 11-card booster.

WHY IT'S COOL: Players can once again make a difference in the most story-centric CCG of all time. Plus. Rice-A-Oni is the San Francisco treat!

BURNING SHAOLIN [Feng Shuil

WHAT IT IS: A whole lotta weirdness, compatible with the d20 system—including exploding mushroom men, eunuchs, flying coffins and the Rod of Lingering Agony. Atlas. \$8.95.

WHY IT'S COOL: We're sorry. All that other stuff is cool, but eunuchs will always make us queasy.

CAT RPG: A STORY-TELLING GAME OF FANCY

WHAT IT IS: A roleplaying game set in the world of cats, exploring their folklore, mundane and magical enemies and more. Plus more than 20 adventure hooks. Wicked, \$10.

WHY IT'S COOL: Just when you think you've seen everything...

CHAINMAIL

WHAT IT IS: A new miniatures system based on the d20 roleplaying system, with creatures from Dungeons & Dragons. The starter set includes eight minis from the Humans of Thalos and Gnolls of Naresh, terrain and stat cards, rules and more. Wizards of the Coast. \$29.95.

WHY IT'S COOL: Now, you can actually see your D&D fights take place. No more fudging by the DM. And, red-assed war ages are monkey-tastic!

DEATH FROM ABOVE

[Weird War II]

WHAT IT IS: The air combat rules and aircraft stats for the latest d20 hit, Weird War. The book includes a new pilot class plus new skills, feats and monsters. Oh yeah, there's also a top-secret adventure aboard a haunted B-17. Pinnacle. \$15.

WHY IT'S COOL: Are you joking? The monster-ridden Axis of WWII is the coolest genre to land in our sights in years. You're missing out if you haven't tried it.

DINOSAUR PLANET: BRONCOSAURUS REX

WHAT IT IS: Two hundred years in the future, two human political factions rush to dominate a planet ruled by dinosaurs, where colonists have dino-ranches and raptor tribes plot with humans. Uses the d20 system. Goodman. \$20.

WHY IT'S COOL: Dinosaurs in space is a cool enough concept alone, but toss in d20 skills, weapons, classes and rules for riding and dino combat and you're razor.

BUNGEON CRAWL

[Big Eyes, Small Mouth]

WHAT IT IS: An anime take on the traditional fantasy RPG adventure. Players explore a magic castle with a history of evil. Guardians of Order. \$15.95.

WHY IT'S COOL: Hey, those anime chicks are hot!

EBAY: THE CARD GAME

WHAT IT IS: A fast and furious game of gore and blood-wait a minute... Make that "fast and furious game of eBay auctions." With items real and imagined—Monkey Phone Call, real—it's a load of laughs. Journeyman. \$19.95.

WHY IT'S COOL: Broke from bidding on nude pictures of Britney Spears? This is the same fun for free!

FIELDS OF BLOOD: THE BOOK OF WAR Id20 fantasyl

WHAT IT IS: What you need to go to war. FoB includes guidelines for anything from governing your kingdom to resolving massive combats, with new rules for leadership abilities and miniatures. Eden. \$25.

WHY IT'S COOL: Because roleplaying war is hell, and this makes it a lot easier.

GARY GYGAX'S CANTING CREW [d20 fantasy]

WHAT IT IS: A d20 book for thieves and rogues, including new prestige classes, feats, skills, equipment and—best of all—a guide to thieves' cant and signing. Troll Lord. \$24.95.

WHY IT'S COOL: Gary Gygax is the father of Dungeons & Dragons. 'Nuff said.

GOOD AND EVIL (Warlord CCG)

WHAT IT IS: The next expansion for the CCG hit of the year. New monsters, action cards and classes will make even the toughest nothrog rethink his strategy. 162-card set. Alderac. \$9.99 per 50-card starter. \$2.99 per 11-card booster.

WHY IT'S COOL: Try Warlord once and you'll know.

GURPS WWII

WHAT IT IS: An overview of the defining war of the last—and possibly any—century. It reviews the nations, weapons and vehicles of those involved, with rules for tweaking equipment for otherworldly campaigns. Steve Jackson. \$28.95.

WHY IT'S COOL: You can read an RPG and tell your mom it's homework. Ingenious!

GURPS STEAMTECH

WHAT IT IS: The definitive quidebook for the Steampunk Age, a strange Earth where Victorian adventurers and scientists walk sideby-side with steam-powered robots. Steve Jackson. \$22.95.

WHY IT'S COOL: What if Jack the Ripper was a robot and fleets of rocket-laden zeppelins attacked France? How cool would that be? Maybe not so cool if you're French, but damn skippy for the rest of us.

INCURSION [Twilight Imperium: Armada]

WHAT IT IS: The latest expansion for the Armada customizable disk game offers players new ships, technology and personnel for their games. Fantasy Flight. \$5.95 per booster.

WHY IT'S COOL: Nazon Missiles are the next great step in the American arsenal; just ask George W.



LITTLE FEARS RPG

WHAT IT IS: Welcome to Closetland, a world that feeds off the purity of children... where monsters like the Bogeyman and Crazy Old Man Next Door devour innocence. And yours may be the only thing keeping you from a fate worse than making it with Granny on "The Beverly Hillbillies." Key 20. \$20.

WHY IT'S COOL: We're afraid to go to sleep without our Frodo nightlight now. Just imagine what would happen if we lost our innocence.

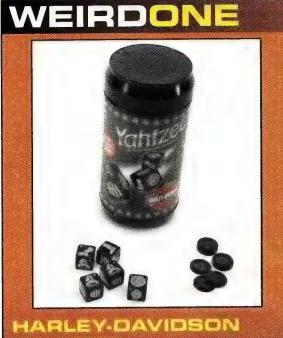
LORD OF THE RINGS CCG

WHAT IT IS: In The Fellowship of the Ring, the first release, opposing fellowships battle it out to see who'll destroy the One Ring first. Players use the forces of Shadow to keep one another from the finish. Decipher. 365-card set. \$11.95 per 50-card starter deck. \$3.29 per 11-card booster. For more info, check out our "Lord of the Rings' Shopping Guide" on pg. 102.

WHY IT'S COOL: We've peed ourselves numerous times waiting for the movie. Hopefully, this will keep us dry for a month.

ORD OF THE RINGS APG INTRO SET

WHAT IT IS: Everything you need to begin playing, including an introduction to the world of Middle-earth, an adventure in the



Yen, when all those bikers get together at their annual festival in Sturgis, South Dakota, they're chuckin' dice when they get through revvin' their engines. When the Hell's Angels get back to the bar after a midnight ride, they chug some Diet Coke and roll some bones. Hey, maybe we're Easyriders magazine! That would explain the topless chicks in our editor-in-chief's office and our obsession with skidmarks. Anyway, weird though it is, H-D Yahtzee is still pretty cool, mainly due to the customized dice and cup. It's enough to make anyone feel like a wild one. USAopoly, www.usaopoly.com, \$19,95.

MORE PRODUCTS TO LOOK FOR THIS MONTH

AFTERWATH OF WAR A new beginning for the Rifts RPG world after the final Tolkeen siege, Palladium, \$16.95.

ARCANA: SOCIETIES OF MAGIC Six organizations besides wizards—like monks and fighters—that use magic for their own ends. A d20 fantasy, Green Ronin, \$14.95.



The biggest and coolest Mage Knight figure yet.

BLUE DRAGON. WHITE TIGER The

magic, religion and martial arts of wuxia—think "Crouching Tiger Hidden Dragon"-in Hong Kong Action Theatre. Guardians of Order. \$19.95.

ENCYCLOPEDIA ARCANE: NECROMANCY Explore the hidden mysteries of death magic, with new spells, feats and prestige classes—all for d20 fantasy. Mongoose. \$14.95.

GATES OF OBLIVION The king's son has been kidnapped and cast through the Gates of Oblivion, a fate usually reserved for the most heinous criminals. Can your party of adventurers rescue him? A d20 fantasy. Sword & Sorcery. \$9.95.

GRAY PAPERS Eleven ready-to-play domains, like the Lightning-Dragon Crest and Abhorrent Peaks, plus domain creation rules and an inspired adventure for the Agone RPG. Multisim. \$20.95.

GRIMOIRE Agone RPG player guide to the cypher-sorcerers and Concordists, plus GM info on Harmundia and the Square. Multisim, \$20.95.

RIFTS ADVENTURE GUIDE GM book to help roll up quick NPCs and villains, with adventure ideas, more Rifts, Earth and more. Palladium, \$16.95.

SORCERER & SWORD New rules for more blood-splattered carnage, soul-freezing necromancy and hot glances for the Sarcerer RPG. Adept. \$10.

SURVIVOR CCG DELUXE EDITION

A wooden crate with a 60-card deck of Survivor and Australian Outback cards, a miniature immunity idol and more. Upper Deck. \$24.99.

THREATS 2 Thirteen new Shadowrun bad guys, creatures and secret organizations, each with its own agenda, FanPro. \$18. KRO DINN CHRONICLES

XRO DIAM CHRONICLES: AMAKENINGS

Futuristic sci-fi RPG set 50,000 years after a war annihilated most of the galaxy. One race chronicles the rise to power of those who remain: Ionian, \$26.95.

mines of Moria, character stand-ups, a map, a poster and more. Decipher. \$20.

WHY IT'S COOL: See prior entry. Please send us Depends.

LORDS OF DARKNESS

[Dungeons & Dragons]

WHAT IT IS: Details on the evil groups and individuals of the Forgotten Realms, including maps of secret lairs and dungeons and new prestige classes. Wizards of the Coast. \$32.95.

WHY IT'S COOL: The Realms is the most popular D&D world of all time, and any book that lets us in on its secrets is a-okay with us.

Marvel recharge ccg

WHAT IT IS: The game to play if you're into Marvel comics, with cool new art and original play. 250-card set. Marvel. \$7.99 per 52-card starter. \$1.49 per 8-card booster.

WHY IT'S COOL: Remember what we said about anime chicks? Well, they've got nuthin' on Elektra, Black Widow and She-Hulk.

MONTE COOK'S BOOK OF ELOPITCH VIGHT [d20 fantasy]

WHAT IT IS: More to know about magic and spellcasting in the roleplaying system of choice, by one of D&D's most prolific creators. Sword & Sorcery. \$10.95.

WHY IT'S COOL: New classes—including the embermage, graven and mirror master-plus more than 60 new spells and magic items. Do you know what the heck a "wheeled war altar" is? Didn't think so.

MONTY PYTHON

WHAT IT IS: Part Trivial Pursuit, part charades, the Monty Python board game tests your knowledge of the Flying Circus crew and reveals your inner Brit for all to mock. Susan Prescot. \$22.99.

WHY IT'S COOL: "I'm a lumberjack and I'm okay. I sleep all night and I work all day..."

GUIDDITCH CUP [Harry Potter CCG]

WHAT IT IS: The latest expansion for HP adds Quidditch-themed spells, new magical items and lessons, as well as new "match" spells. 80-card set. Wizards of the Coast. \$3.29 per 11-card booster.

WHY IT'S COOL: First the books, then the CCG, then the movie. Harry hasn't missed yet, and Quidditch Cup doesn't either.

SEAFARERS HANDBOOK

[d20 fantasy]

WHAT IT IS: The book to have if you're planning an oceanic adventure. Rules for naval combat and boarding, deck plans for ships, ports of call and quides for undersea campaigns, plus a boatload more—pun intended. Fantasy Flight.\$24.99.

WHY IT'S COOL: Fantasy Flight's d20 books rock; they're setting a standard met by few. Seafarers looks to be no different.

BPITFIRE: THE BATTLE OF BRITAIN

WHAT IT IS: A strategy game that re-creates the dogfight and bombing missions of the Luftwaffe during WWII, using Fantasy Flight's trademarked disk movement system, \$24.99.

WHY IT'S COOL: The World War II aces of gaming have been waiting for a system that could do their battles justice-and here it is.

STAP TREK UNIVERSE RPG

WHAT IT IS: Your guide to life in the Federation and where no man has gone before. Decipher. Narrator's and Player's Guides \$35 each.

ONDECK

WHY IT'S COOL: William Shatner in a toupee, fighting women in metallic bikinis! Shapeshifters who sleep in buckets! Neelix in a quillotine! They can all be yours!

STUPER POWERS! DELUXE

WHAT IT IS: Superhero RPG from the makers of Battle Cattle, packed with 100 fully playable powers-if you think oversized clown shoes and red rubber noses are the proper attire for fighting crime. Wingnut. \$16.95.

WHY IT'S COOL: Value, plain and simple You also get a four-hour campaign, rules for live action and a random senario generator.

THUNDEREIRDS: THE BOARD GAVIE

WHAT IT IS: A game based on that nifty '60's show where puppets confronted danger weekly with their sleek aircraft. Your mission: Select the perfect crew, craft and equipment to save as many lives as possible. "Thunderbirds are GO!" Susan Prescot. \$22.99.

WHY IT'S COOL: "Supermarionation." Look it up.

TRAVELLER RPG

WHAT IT IS: The d20 version of the classic game of space adventure. Ouik Link Interactive. \$30. Also on shelves: Traveller RPG Referee Screen. \$12.95.

WHY IT'S COOL: This game has undergone more incarnations in the last 20 years than Madonna, and finally, it's d20-something everybody can get a handle on.

UNDEAD [d20 fantasy]

WHAT IT IS: The Necronomicon for d20 fantasy, with details on mummification, zombies and lich-dom. Alderac. \$19.95.

WHY IT'S COOL: Uuuuuhhh... Brains...

VAMPIRE REVISED CD-ROM

[Vampire: The Masquerade]

WHAT IT IS: A CD-ROM holding all the knowledge of the core Vampire: The Masguerade book, the guides to the Camarilla and Sabbat, as well as the Storytellers Handbook and Companion. White Wolf. \$59.95.

WHY IT'S COOL: Hmmm... Five heavy hardcovers or a light CD. Are you totally deranged?

WAYSIDES: THE BOOK OF TAVERNS (d20 fantasy)

WHAT IT IS: More than 30 detailed taverns and inns ready to drop into your campaign, from the smallest roadside hostel to grand hotels with hundreds of rooms, complete with NPC employee stats, price lists, food menus, adventure hooks and floor plans. Eden. \$25.

WHY IT'S COOL: How many times have you eaten at the Green Dragon Inn/Tavern? Ugh. Now, you have options.

WHIRLWIND [Mage Knight]

WHAT IT IS: A 142-character set for the hottest thing in miniatures since Mini Me. WizKids. \$6.96 per fourfigure booster.

WHY IT'S COOL: Besides introducing the newest race, the Krugg, look for a new faction, the Shyft, which possesses the ability to manipulate Mage Spawn. Every expansion is cooler than the last. Get on board!

GAMES WE CAN'T GET ENDUGH OF

Art that's as crisp and bright as anything we've seen lately. The simple, quick play of Rifts lends it a "learn and burn" aspect, where it's easy to get down to building decks and blowing up your opponent. Add the fact that we finally have a CCG that does justice to the RPG upon which it's based and you've got a formula for success. And it sure doesn't hurt that the cardstock is so tough it could take a bullet. Precedence. (www.eternity.com). \$11.99 per 80-card, two-player starter. \$2.99 per 11-card booster.



HONG KONG ACTION The Box A Transport of the I

If you're a fan of Jet Li, Jackie Chan and Chow Yun Fat,



the second edition of this RPG makes all your tomorrows better. Made to play like a movie, you'd swear that John Woo was behind the GM screen instead of that guy who's guzzling all your Dew. The emphasis on story and dedication to the spirit of the Far Eastern films make this a "hard-boiled" killer. Guardians of Order. (www.guardiansorder.on.ca), \$24.95.

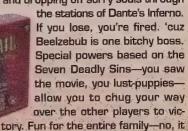
KNIGHTS

It looks like Yahtzee and plays like a scene from "Excalibur," but trust us, it's something totally new. Your goals: Capture castles and win tournaments with your diechucking skill in order to dominate your opponents. As much chance as skill is involved, so it's even for knights who like shrubbery and eat Spam and jam a lot. Two to six players. Rio Grande. (www.riograndegames.com). \$9.95.



HELLEAR

Go to heck! Make that "go to hell."... Or at least get ready to steer your train there. You're an engineer dedicated to picking up and dropping off sorry souls through



really is! For three or four players. Mayfair. (www.mayfairgames.com).



Ways odys by the 1Q gamer staff

GET READY TO BE ELECTRIFIED.

Odyssey has arrived and it's generating serious buzz throughout the Magic community. In the past, sets have shocked us in what they've added-Tolarian Academy in Urza's Saga for example—and others have jolted us with what they've taken away: We still miss our non-pain dual lands.

Odyssey falls squarely into the second category. Though it brings with it stone cold hosers like Haunting Echoes and Traumatize, the larger effect is on the Standard tourney scene and what goes away as Masques Block fades into Extended: Rebels, Rishadan Port, Nether Spirit, Saproling Burst, Blastoderm... A long list of supremely powerful cards are fading out of everyday use come November.

So with the new 330-card Odyssey set fresh off the delivery trucks, here's how the first set in four years to be based on an all-new storyline is going to change the game forever.

10. PORT CLOSED

Starting in November, you'll have to get to Rishada by train, 'cause the port is gone. To the uninitiated, this nonbasic land that requires you to tap it and pay one mana to tap another target land may not seem like a big deal, but it's as big as a Happy Meal for King Kong. Rishadan Port shut down your opponents' key lands in an environment where almost everyone was playing three colors-and often all five. This seemingly innocuous ability was so powerful it was banned in Masques Block Constructed. Not surprisingly after the abuse, nothing in Odyssey comes close to replacing its sheer utility.

Magic: The Gathering is a registered trademark of Wizards of the Coast.



9. FADE TO BLACK

Fires players, prepare to remove that final fade counter from your Blastoderms and Saproling Bursts. Control freaks, no more gameslowing Tangle Wires and Parallax Tides for you. We'll sure miss the overpowered fading cards Nemesis brought us, as there is just no way-not even with Iridescent Angel-to replace an untargetable 5/5 for four mana.

Fortunately for those who prefer speed, the mighty Spiritmonger's ready for duty in the new Dark Fires decks. And while Orbosition decks lose the crippling Burst and Spontaneous Generation, there's still more than enough saproling and squirrel tokens—ones that don't fade away—to go around in Odyssey. In

fact, Bearscape's a token machine in any deck that unloads cards like counterspells and other instants to the gravevard.

All in all, it's the same, Only the names have changed.

Many who weren't playing rebels throughout Masques Block took to the skies. That's Blue Skies, the popular control deck based around the format's "free" counterspells like Foil, Thwart, Misdirection and Daze, as well as fast utility flying creatures like Spiketail Hatchling, Rishadan Airship and Troublesome Spirit.

Other freebies-the card-drawing Gush, mana-fetching Land Grant and damage-dealing Cave-In to name a few—also saw plenty of play in an environment dictated by speed.

Fortunately for those who like

to get a spell-even a one-dropthrough every now and again, the speed of free spells is gone. Absorb, Undermine and good ol' fashioned Counterspell remain. but good countermagic's hard to find in Odyssey. As a result, control decks will need more elimination for early threats. Prepare for the Wrath Of God revolution and don't expect counter/burn strategies to fade.

Check out the sidebar (on page 39) for a peek at how one deck may adapt to the change in scenery.

7. NETHER GONE

Skies isn't the only control strategy taking a tremendous hit. Two more popular decks-Nether-Go and blue/white offerings reliant on Story Circle-also are outta

Where's a blue mage to turn? Look no further than Iridescent Angel.

With protection from all colors, the newest winged badass is the closest thing to game-over since, well, Desolation Angel.

Might we see a new run on Teferi's Moat? Perhaps. Without the broken Story Circle around, blue/white control has no pure creature-hoser. In an environment losing the enchantment removal of Seal Of Cleansing, the Moat seems tailor-made.

What will replace Nether Spirit on the blue/black end? How about the card-drawing engine of Shadowmage Infiltrator; at 1/3, it stops most early threats and has built-in fear—quite a bargain for three mana. Blue/black also gets a lethal Odyssey combo in Traumatize and Haunting Echoes, two cards that bring death by decking back to the forefront.





6. SIDE OUT

Maindeck strategy's not the only thing impacted by a change in the Standard scene. Sideboards everywhere will feel the heat of key losses.

Gone are powerful sideboard staples like the untargetability-providing Ivory Mask, board-controlling Mageta The Lion, free elimination of Snuff Out, Massacre and Flameshot, hosing Kill Switch and Squeeze, and the utility of Seal Of Removal and its brethren.

Other 'board slots, however, are emptied by attrition. For instance, Tsabo's Web and Teferi's Response aren't as important with Rishadan Port out of the environment. Artifact elimination for Chimeric Idols is no longer needed.

With the new, multicolored environment reigning supreme, look for heavy enchantment removal to pack most sideboards, to dispose of Fires, Opposition, etc. Though Tsabo's Decree doesn't have "rebels" written on it anymore, you'll still see it in force. No color hosers are lost in the shuffle, but with all the crazy color combos being played, will anybody notice?

5. SLOW MOTION

No doubt about it, the environment's going to slow down drastically—maybe not to a standstill, but at least to a trot. No more dashing out of the gate with spells like Dark Ritual or zero-cost spells like the discarding Unmask. No more surprises from free Invigorates. Gone is the speed of Veteran Brawlers, Chimeric Idol and, of course, Blastoderm.

With less quick-drop creatures to arm weenie swarm decks, treasure new one-drops like Zombie Cannibal, Nimble Mongoose and Devoted Caretaker. The slower environment also favors the continuing *Invasion* Block trend of multicolored cards. You can still afford to play gold creatures like Blazing Specter, Lightning Angel and Urborg Drake. If control decks get fed some quality counterspells in the upcoming *Torment* and *Judgment* sets, look out for blue mastery on the tourney scene.

One blessing: While Static Orb's headaches remain, at least the game-quagmire that is Rising Waters leaves with *Nemesis*.

THEN & NOW

Masques Block's farewell means good-bye to several prominent Standard decks. No longer will skies be blue, stories circled and Nether Spirits recycled.

Other decks, however, will live on. Fires clearly will continue to burn, with Jade Leech replacing Blastoderm and plenty of other fatties out there to replace Saproling Burst.

Mono-red, on the other hand, will find its replacements in *Odyssey*. And there's plenty to be retuned, as Chimeric Idol, Seal Of Fire and Kris Mage all leave maindecks. Here's a peek at what Sligh mages may be throwing onto the table come *Odyssey*.

BEFORE

ARTIFACTS

4 Chimeric Idol

RED CREATURES

- 2 Firebrand Ranger
- 3 Flametongue Kavu
- 4 Goblin Raider
- 4 Kris Mage
- 2 Rage Weaver
- 3 Skizzik

RED SPELLS

- 3 Ghitu Fire
- 4 Seal Of Fire
- 4 Shock
- 4 Urza's Rage

LANDS

19 Mountain 4 Rishadan Port

SIDEBOARD

- 4 Blood Oath
- 4 Ensnering Bridge
- 2 Lava Runner
- 1 Mountain
- 1 Obliterate
- 3 Trictoric Instability

AFTER

RED CREATURES

- 3 Ember Beast
- 3 Flametongue Kavu
- 4 Goblin Raider
- 4 Mad Dog
- 2 Minotaur Explorer
- 3 Skizzik

RED SPELLS

- 4 Firebolt
- 4 Flame Burst
- 2 Ghitu Fire
- 4 Shock
- 4 Urza's Rage

LANDS

- 4 Barbarian Ring
- 19 Mountain

SIDEBOARD

- 4 Ensnaring Bridge
- 3 Molten Influence
- 1 Obliterate
- 2 Obstinace Familier
- 3 Price Of Glory
- O Sandstone Deadle

4. GRAVEYARD RISEN

The ol' Standard wasn't without its graveyard tricks. Black's Undertaker could spellshape a card into the grave to retrieve a dead creature, and the mighty Squee bounced in and out every turn at no cost.

But you ain't seen nothin' yet.

Odyssey's all about the graveyard. Flashback gives you two spells in one, such as the two-damage Firebolt or the disenchanting Ray Of Distortion. It's not "buyback lite"—remember, a flashback spell countered goes to your graveyard, only to be used again, sometimes immediately.

Green and white clean up on threshold creatures, from green's possible 4/4 Werebear and 8/8 Krosan Beast to white's cheap 2/2 flying Mystic Penitent and 3/2 flying, protection-from-black-and-red Mystic Crusader. Threshold spells Epicenter, the new Armageddon, and Divine Sacrament, the new Crusade,



can be game winners.

Get your dice out; from now on, you'll want to keep exact count of graveyard cards.

3. ACCESS TO ALLIED COLORS

Death to Masques' mono-color strategies. Say good-bye to white's rebels and blue's skies decks. For that matter, we won't see anymore Cateran mercenaries running around either.

Welcome to Magic's new mantra: "all that glitters is gold." Though there are only 11 true gold cards in Odyssey, with some winners in the protection-from-everything Iridescent Angel and card-gaining Shadowmage Infiltrator, its artifacts and lands lend big color support. All the one-casting-cost eggs can be sacrificed for one of each allied color and a card. Lands like Timberland Ruins provide a mana of the appropriate color and can be sacked for any color, while Skycloud Expanse and the like can be tapped for one of each allied color, in this case blue and white. Expect the cross-color chaos to thrive in the next two sets.

2. SLEIGHT OF HAND

Card advantage is a big part of Magic, but when is it to your advantage to hold a card for later, as opposed to tossing it immediately for an effect? Mercadian Masques gave us this dilemma with spellshapers like Waterfront Bouncer; now, Odyssey cranks up the strategy with 30 discard-for-effect creatures like blue's Pulsating Illusion, green's pumpable Wild Mongrel and gold's Phantatog. Add the series of Rites cards, such as the damage-generating Rites Of Initiation, and you've got the next level of card decision-making.

Don't fret about keeping your hand size high. Accumulated Knowledge and Gush may have faded into Extended season, but we still have the king of card-drawing, Fact Or Fiction, which may just shoot up to a six-star card with its ability to drop cards directly into your graveyard for threshold.

1. REBELS PUT DOWN

The rebellion is officially over. With the advent of Odyssey and passing of Mercadian Masques, Lin Sivvi and her defiant company leave the environment and the recruiting mechanic passes



MAGIC LINGO EXPLAINED

NO-MAR

WHAT IT IS: A vestere unum un profile receivles and with Dromar. The Banisher; the "no" implies a version

WHAT IT ISN'T: An all-star shortstop for the Boston Red Sax

PONZA

WHAT IT IS: A red landkill/board-control deck. WHAT IT ISN'T: The guy from "Happy Days" who liked to say "Ayyyyyy!"

GAS

WHAT IT IS: A really good card; also, a card that fuels a decké combe engin

WHAT IT ISN'T: The most prevalent component of your dining room after eating Taco Bell.

WINDMILL SLAM

WHAT IT IS: A motion where you forcefully throw down onto the table an amazing card that you just drew. WHAT IT ISN'T: The new meal at Denny's restaurants in Holland

RAINBOW

WHAT IT IS: A deck that utilizes all five colors. WHAT IT ISN'T: Something hated by South Park's Cartman.

WEENIE

WHAT IT IS: A small, cheap, efficient creature, like Jackal Pup

WHAT IT ISN'T: What you're thinking right now.

BEATDOWN

WHAT IT IS: A deck tringly will now the second as quickly as possible

WHAT IT ISN'T ment et a Openio

MONO

WHAT IT IS: A block state location only one before WHAT IT ISN'T: A second of the control of the contr Magic players

into Magic history. Subbing in for the rebels in white decks are Odyssey creatures like Mystic Visionary and Mystic Crusader. All gain power and/or abilities when a player reaches threshold, giving them a similar "build up to kick butt" feel as the rebels, although they're not nearly as powerful or fast as the insane rebel decks we all know and loathe. Retrieving creatures from your library is considerably tougher in Odyssey, as the only creature fetchers are Diabolic Tutor and the limited Dwarven Recruiter.

Odyssey has changed the IQ Staff forever. Rarely does a day now go by without them cracking a half-dozen Nut Collector jokes.

"Lord of the Rings" Conquers Today's Biggest Games BY THE IQ GAMER STAFF



THE BALROG

LEGEND OF THE FIVE RINGS

WHAT IT IS: The Balrog—actually one of a number of balrogs in Middle-earth—is a creature of the same basic type as Gandalf, a powerful spirit creature. The balrogs, though, fought on the side of evil and rebelled against their masters. They are creatures of fire, living deep underground, bearing whips of flame and wearing cloaks of darkness. "Balrog" means "power-terror" or "demon of the night." The balrog from "Lord of the Rings" lived below the Mines of Moria and was disturbed when dwarves dug too deeply. It came to be known as "Durin's Bane," as it wiped out the dwarves led by Durin who were living in the mountains.

PLAY TIPS: A five-force cavalry creature with the ability to attach two weapons makes the Balrog a terrifying attacker and particularly effective as a duelist. While the duel is essentially nonlethal—the loser is shuffled back into the deck—it can give you the time to finish off a province or two. The Balrog is nearly unbeatable if you have the Ring Of Fire, which would normally spell doom for anyone dueling the spellcaster.



Control Shobir Regentl Gollum can't be blocked if opponent controls an artifact. Flashback: 1 🌩 🛨 "My heart tells me that he has some part to play yet, for good or ill.." —Gandalf

GOLLUM

MAGIC: THE GATHERING

WHO HE IS: Known originally as the hobbit Sméagol, this subterranean creature was dubbed "Gollum" for his throat's froglike sounds. As a young hobbit, Gollum went fishing with his cousin and murdered him when the One Ring was discovered. Extended possession of the Ring perverted Gollum into a repulsive creature, and he hid under the Misty Mountains to avoid contact with the world. In a game of riddles, Gollum lost the One Ring to Bilbo Baggins, who escaped with the help of the Ring's invisibility powers. Separation from the Ring drove Gollum mad, and he dedicated his remaining life to tracking down and killing the "Bagginses" who had unjustly stolen his "Precious" from him.

PLAY TIPS: Gollum marks a series of firsts. Since he's always on the prowl for the One Ring, he gains "artifactwalk," striking mercilessly at opponents with treasures. Taking a page out of *Odyssey*, he's also the first creature with flashback; Gollum's a cunning fellow, so you might have to "kill" him twice to get rid of the pest.



SARUMAN

WARLORD: SAGA OF THE STORM

WHO HE IS: Once the greatest wizard in Middle-earth, Saruman's lust for power unseated him from the White Council and turned him into an ally for the Dark One, Sauron. The wizard Gandalf learned of Saruman's treachery, but too late. As Frodo and the hobbits started off on their quest to destroy the One Ring, Saruman waylaid Gandalf and imprisoned him in his tower at Isengard, Gandalf managed to escape with the aid of Gwaihir, Lord of the Eagles, but Saruman plaqued the Company again when his formidable orcs attacked them en route to Mordor, capturing hobbits Merry and Pippin and sundering the company.

PLAY TIPS: In Alderac's Warlord: Saga of the Storm, your warlord is your strongest character. Saruman does something no other wizard in the game does-he can reuse a spell he's just cast. Fire off that Ice Bolt twice, or unload on the front rank with a double Meteor Swarm. Always use Saruman's ability early in a turn, otherwise cards you play or your opponent destroys may bury discarded spells out of reach.

F (1) 1) (1)

DRAGONBALL Z CCG

WHO HE IS: Adopted by his cousin Bilbo, hobbit Frodo Baggins kind of inherited the task of destroying the One Ring-which turned the bearer invisible, among other things-before Sauron could use it to conquer Middle-earth or it corrupted Frodo as it had its previous bearer, Gollum. Frodo and his fellow hobbit Samwise eventually spilt from the fellowship, not wishing to endanger the others on the trek through the dark land of Mordor to the magma pits of Mount Doom, the only place the Ring can be destroyed. It was there Frodo faced the ultimate temptation of the Ring and had his final confrontation with Gollum.

PLAY TIPS: Being just a hobbit, Frodo doesn't start out particularly powerful. But since he can always slip on the One Ring to turn invisible, he can avoid physical attacks. Who are we kidding? Frodo's just in this article because imagining him in DBZ had us all in stitches. Play him at your own risk.



GALADRIEL

MAGI-NATION

WHO SHE IS: Also known as the "Lady of the Wood," Galadriel was queen of the elves in the forest region of Lórien, beyond the mountains of Moria. She wore Nenya, one of the Three Rings and was thus able to resist Sauron's power and protect her land. Frodo offered her the One Ring, but she refused and sent the fellowship on its way with magical gifts to aid against the perils they would face and, in Sam's case, repair damage to the land. At the end of the trilogy, Galadriel and the other ringbearers leave Middle-earth aboard great elven ships.

PLAY TIPS: With Galadriel's ability to look at the top cards of either player's deck, you can either set up yourself or keep your opponent from his key cards. Her high beginning energy makes Galadriel a great starting magi. Her opening hand allows you to draw extra cards, giving her more resources or setting up your next two magi. She can start with a Vortex Of Knowledge and some creatures that draw cards, ensuring you have a creature or can draw additional cards on your first turn.



GANDALF

MAGE KNIGHT

who HE IS: Like his fellow wizards, Gandalf the Gray was a centuries-old spirit creature sent forth to oppose Sauron—a mission that would eventually lead him to the hobbits of the Shire and the Baggins family, possessors of the One Ring. He would lead the efforts to destroy it with his own weapons: Narya, the ring of fire; his staff and the great sword, Glamdring, the Foe Hammer. Though powerful, he was forbidden to gain enough power to confront Sauron himself—a law broken by fellow wizard Saruman. Gandalf fell during his battle with the Balrog, but was reborn as Gandalf the White and went on to lead with Aragorn the forces arrayed against Sauron's army.

PLAY TIPS: Gandalf starts with a movement of 10 inches, but loses one for every two clicks of damage until the ninth, where he loses one per; he's dead on the 12th. He adds command to his damage through the first six slots, with three 14-inch ranged attacks. After taking six damage, his flame/lightning attacks turn to magic blasts. For a full stat breakdown, check the *InQuest Gamer* page at www.wizardworld.com.





SHELOB

DUNGEONS & DRAGONS

WHAT SHE IS: Giant spider and mother to the spiders of Mirkwood, Shelob dwelled in a series of tunnels that honeycombed the area around and beneath the orc outpost of Cirith Ungol, on the border of Mordor. The orcs of the tower called her "Her Ladyship" and feared her as she knew all of their paths and often preyed on them. She caught Gollum here and—giving him his freedom in exchange for his assistance in luring prey to her den—he led Frodo and Sam into her web, trapping Frodo and apparently killing him. Sam, however, dealt her a nasty blow with the elven blade Sting and damaged a cluster of her many eyes.

PLAY TIPS: Shelob could live just about anywhere. A dark forest with her offspring or her own corner of a vast dungeon, waiting for hapless treasure hunters works. Or perhaps a rural cave where she's worshipped as a local deity by the tribe of orcs who live nearby is more appropriate. Anywhere you set her, Shelob is smart and will flee rather than face death. She plots, using tactics and surprise to stalk her prey.

The IQ GAMER staff thanks Ed Bolme, Dan Tibbles and Matt Holmberg (Magi-Nation), Dave Williams (LSR), Kevin Barrett (Mage Knight) and the mad wizards at Fantasy Flight Games for their help with this article.

SHELOB

Monstrous spider, colossal colossal vermin (unique)

Hit Dice: 275 Initiative: +3 (Dex)

Speed: 30 ft., climb 20 ft. (40 ft., climb 20 ft.)

AC: 22 (-8 size, +3 Dex, +17, natural); belly unmodified 17 for

called shots.

Attack: Bite +35 melee

Damage: Bite 5d6+10 and poison; on a successful Dex check,

Shelob can attribute the rolled amount of damage at will to keep from

destroying her prey.

Face/Reach: 40 ft. by 40 ft./15ft. Special Attacks: Poison, web. Special Qualities: Vermin

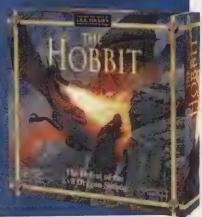
Saves: Fortitude +33, Ref +22, Will +20

Abilities: Str 27, Dex 17, Con 16, Int 13, Wis 11, Cha 3

Skills: Climb +20, Hide -5, Jump +8, Spot +8

NEW LotR BOARD GAMES

- The great John Howe art used to illustrate many of the cards in this published by Hasbro/Wizards of the Coast.
- That game is getting its first expansion this month. Titled Friends & Foes, it introduces a new element to the game: Foes. Foe cards, such as barrow wights the control of the cards of the card of your turn, the game is over.
- Also available this month from Fantasy Flight is *The Hobbit* stand-alone board game. This is a simpler game intended for the mass market. Players roll dice to most the standard of the mass market. Players roll dice to most the standard of the mass market. Players roll dice to most the standard of the mass market. Players roll dice to most the standard of the mass market. Players roll dice to most the mass market. Players roll dice to most the mass market.





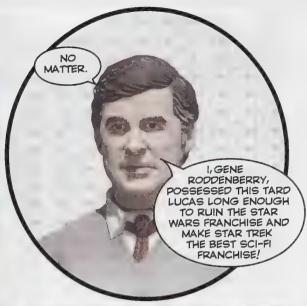
by PAT McCALLUM and TOM ROOT



















LETHAL DECKS FOR STANDARD MAGIC TOURNEYS

The Weirdest Worlds Deck by Steve Frohnhoefer

t happens every year at Magic's World Championships. Somebody has to be the outcast. This year, that honor goes to Japan native Tsuyoshi Fujita. Amid the myriad Fires, Skies, Opposition and black/red decks that dominated Worlds, Fujita whipped out a five-color, modern-day version of, get this, a Prosperous Bloom deck-and went 3-3 in the process. Not exactly a world-beater, but hey, I didn't see you at Worlds, let alone playing to a .500 record.

What's in it?

Much like the Prosperous Bloom decks of old, Fujita's offering counts on deception. For turns, the deck does nothing but build up land with Domain deck staples Harrow and Rampant Growth. Only instead of counterspells, the deck uses Orim's Chant and Tangle to stall creatures and spells, and Tsabo's Web to lock down nonbasic lands, like Rishadan Port.

For those that don't remember ProsBloom, that deck carried only one Drain Life as a kill mechanism.

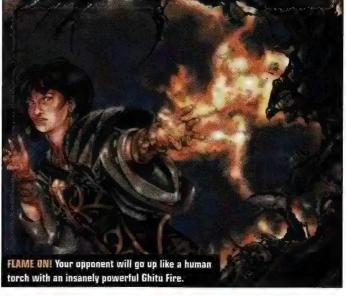
When it was ready to go off, ProsBloom went on a card-drawing frenzy until it found its finisher, then backed it up if necessary with a Power Sink.

Fujita's deck lacks the broken symmetry of Squandered Resources and Cadaverous Bloom, but is similar in that it packs just a single Ghitu Fire instead. Search engines Allied Strategies, Brainstorm, Fact Or Fiction and Worldly Counsel help locate the burn when it's needed. Four Restocks help recycle the kill card if need be.

Those Restocks can be clutch. After all, Lobotomy is this and any combo deck's worst enemy. If the Fire's in your hand, it's either pay the extra two to cast it as an instant or scoop up immediately.

Still, even without the fear of Lobotomy, building up mana for a 20-plus point Ghitu Fire ain't easy, especially since odds are you'll need to Chant your opponent before spreading the cheese.

> Early Harvest is no Squandered Resources, but it does the trick here, allowing you to untap all your basic lands



for just three mana. With all the quick land you'll be dropping thanks to cards like Harrow, just one or two Harvests should do the deed.

And speaking of deeds, a lone, recyclable Pernicious Deed graces the deck as some additional insurance, in case you can't find the combo soon enough.

How It Wins

Make no mistake; this isn't an easy victory. You've got a limited number of weapons, so remaining calm and using them only in the face of calamity is key.

Sure, that second-turn Chant can slow a Fires deck, But wouldn't you rather have it when there's four creatures headed at your skull? Same goes for Tangle. Hold them until needed, especially since you'll likely need a Chant or two to help ensure the Ghitu Fire resolves.

Your early plays should all focus on getting land-lots of it. Unless you are in danger of losing the game, Harrow and Rampant

the deck

ARTIFACTS

2 Tsabo's Web

BLUE SPELLS

- 4 Allied Strategies
- 3 Brainstorm
- 1 Fact Or Fiction

4 Worldly Counsel

RED SPELL

GREEN SPELLS

4 Early Harvest

4 Harrow

4 Restock

2 Tangle

1 Ghitu Fire

WHITE SPELLS

4 Orim's Chant

4 Rampant Growth LAND

11 Forest

6 Island

1 Mountain

3 Plains

1 Swamp

2 Fact Or Fiction

2 Gainsay

2 Heroes' Reunion

3 Juntu Stakes

2 Pernicious Deed

1 Tangle

3 Tsabo's Decree

SUBSTITUTIONS

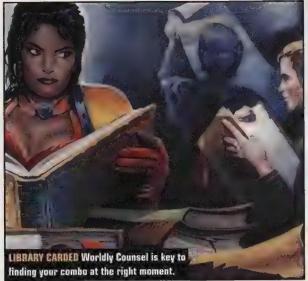
Pernicious Deed ____ Tangle

Tsabo's Web Price Of Glory

The Gathering is a registered

no spell

1 Pernicious Deed



Growth should be played before your defensive cards. Don't think twice about Restocking your land-fetchers; they are key to victory.

Once you've got four or five land types in play, draw to your heart's content. You'll find the necessary card, whether it be that Tangle or Pernicious Deed needed to stave off death or the Ghitu Fire and Early Harvest that deliver the finishing blow.

Remember: Patience.

Da Board

I know what you're thinking: How can this wacky deck fend off cheap creatures or heavy countering? The answers, as with any tourney-caliber deck, are found in the sideboard.

Three Tsabo's Decrees help rid the board of pesky rebels, familiars or any other creature type of the day. Two more Deeds provide more reset power. A third Tangle also buys time against creature-heavy decks. Juntu Stakes are essential against Birds Of Paradise and elves and have found their way into many sideboards of late.

Two Gainsays might not seem sufficient against blue, but the deck can draw to them with lightning speed, and in essence, you only need to make sure one spell—the Ghitu Fire—goes off.

Fujita devoted his final two 'board spots to Heroes' Reunion, the cheapest life-gain spell in the game. Feel free to add more Gainsays or such to the mix if you'd prefer, although it's hard to argue against a potential 14 life in a deck such as this one.

New Odyssey

With its return to friendly color combos, Odyssey doesn't sport much for Domain-type decks, but a couple of cards could find their way into a deck like this. New Frontiers is a lightning-fast way to set up the kill, allowing each player to essentially double his mana base. Granted, those lands are put into play tapped and it's a sorcery, but you're packing four Early Harvests, remember?

Holistic Wisdom lets you pay two mana and remove a card in your hand from the game to retrieve any one from your graveyard, provided that card is the same type as the one you discarded. This underrated enchantment is perfect for a deck reliant on many instants and sorceries.

Moment's Peace doesn't provide the extra lockdown of Tangle, but it can be flashed back for a second use, letting you save your Restocks.

Steve Frohnhoefer's bringing his Cephalid Shriner deck to the 2002 Magic World Championships. He likes the little cars and fezzes.

INSANIT

Crazy plays this deck can pull off to win

he way this deck plays is dependent on its competition. And it has proved it can handle almost anything. Here's the key cards and combos for four different matchups it is likely to face:



ORIM'S CHANT

Forget its utility against creatures. Chant is at its best against counter-heavy offerings. By casting Chant before it triggers its Ghitu Fire, this deck forces a control deck to have two counterspells handy to avoid certain doom.



TANGLE

Green decks with elves often take a turn early where they attack with their 1/1s for a little extra damage. By casting Tangle during this attack, the deck sets a green mage's mana production back a turn. It's definitely a move worth considering.



RESTOCK

Sometimes this deck will have no choice but to chip away at its opponent, casting Ghitu Fire to fry a creature or to do less-than-lethal damage to an opponent. That's when Restock really shines, giving you as many as five Ghitu Fires.



EARLY HARVEST

There are times when speed is needed on your own end. Three mana to untap all your land becomes an absolute steal in this situation. Suddenly, casting multiple copies of Allied Strategies becomes feasible and going through half your library at once is not impossible.

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Lord of the Rings by Nigel Jefferson

iddle-earth's goblins live by the scimitar and die by the hundreds; they're the mooks that make the good guys look great. But not this time. You're after some retribution, pure and simple. Your strategy? Superior numbers. Crank out hordes of goblins and sic 'em on your opponent's heroes.

TOP CARDS

The power of this deck lies in its ability to burn through cards at top speed, to recruit a strong fellowship while storing up minions for a series of devastating attacks. Elrond's and Goblin Scimitar's ability to let you draw extra cards, and Goblin Scavenger's ability to retrieve the Scimitar from your discard pile, ensure that you see plenty of cards.

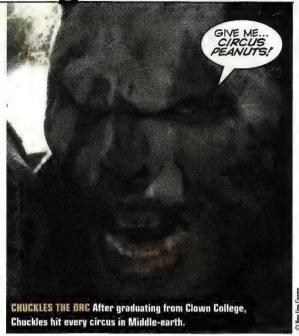
There are no cards in the deck that are designed to sit in your hand; everything is played to the table to make way for liberal card drawing. Goblin Scimitar is so strong because not only does it boost one of your monsters, but because it costs nothing, and you draw a card to replace it. Your opponent will get sick of the sight of it as you play it again and again and again...

HOW IT BEATS YOU

The fellowship this deck generates is designed simply to survive and pave the way for the goblin invasion. When moving, it concentrates on keeping characters alive and seldom moves more than once in a turn, as the aim is not to reach the last site, but to kill your opponent. Most of the time, moving twice will only serve to provide your opponent with more cards with which to protect his fellowship.

It is very important that you go first so you can lay your site and play Aragorn, so bid high and don't worry about the burdens; Sam's ability to remove burdens should bring them under control quickly. Make every attack count.

Never drop monsters unless you are sure you can send out a large attack which will take out at least one character. The exception is the Cave Troll; his strength is



double that of most characters and he is virtually guaranteed to inflict four wounds by himself.

#1 CARD

Goblin Swarms. Most of the time, it's not the pool that limits your attack, but what you have in your hand. Goblin Swarms will break your opponent if he cannot remove it: all your winning goblins go there instead of the discard pile, guaranteeing a constant supply of the little dudes.

Nigel Jefferson has kept goblins in his basement for years, but their discussions on the state formulation of quantum mechanics still baffle him.

"Bungee Horde"

FREE PEOPLES

- 1 Frodo, Old Bilbo's Heir*
- 1 The One Ring, Isildur's Bane*
- 1 Arwen, Daughter Of Elrond*
- 1 Sam, Son Of Hamfast*
- 1 Aragorn, King in Exile
- 2 Ranger's Sword
- 2 Blade Of Gondon
- 2 Stina
- 2 Hobbit Sword
- 4 Boromir, Son Of Denethor
- 2 Gwemegil
- 4 Elrond, Lord Of Rivendell
- 3 Bounder

- 2 Hobbit Party Guest
- 2 Rosie Cotton
- 2 The Gaffer, Sam's Father

SHADOW

- 3 Cave Troll Of Moria, Scourge Of
 - The Black Pit
- 4 Host of Thousands
- 4 Goblin Backstabber
- 4 Goblin Runner
- 4 Goblin Scavengers
- 4 Goblin Scimitar
- 4 Goblin Wallcrawler
- 3 Goblin Swarms

ADVENTURE DECK

- 1 The Prancing Pony
- 1 Trollshaw Forest
- 1 Frodo's Bedroom
- 1 Mithril Mine
- 1 The Bridge of Khazad-Dûm
- 1 Dimrill Dale
- 1 Anduin Wilderland
- 1 Shores Of Nen Hithoel
- 1 Summit Of Amon Hen

*Starting Fellowship

Kiler Decks

Dragon Ball Z by Joshua Minnon

ndroids Saga brought a slew of new Saiyan Style cards with it. And who better to head up a deck of them than that big-hitting Saiyan heavyweight, Trunks? Just declare Tokui-Waza and clear a space on the floor for your unconscious opponent.

TOP CARDS

If you don't draw a physical attack whenever you draw cards, something's wrong. There are—count them—24 physical attacks in here. That's one third of the deck. And on top of this, Trunks has a built-in physical attack that's one step away from being unstoppable: Your opponent has to block it with two cards.

Physical attacks such as Saiyan Face Stomp, Saiyan Flying Tackle, Saiyan Left Kick and Saiyan Destiny are all big fat attacks that do a lot of extra damage if you declared a Saiyan Tokui-Waza. Yet even your non-Saiyan Style cards kick ass. Rebellion is a physical attack that does +8 power stages of damage, while Goku's Battle Ready hits your opponent for seven power stages—a perfect weapon for any aggressive deck.

HOW IT BEATS YOU

This deck hits hard and fast. To win, throw a barrage of physical attacks at your unsuspecting opponent. With the Saiyan Style Mastery and Kami's Floating Island, you should be drawing at least five cards each turn. Watch your hand fill with physical attacks, and then shove them in your opponent's face. You might be thinking: "But my opponent gets to attack back..." Sure he does, but with cards like Saiyan Focus, Saiyan Wrist Block and Saiyan Lightning Dodge, you get to block your opponent's attacks and make him lose power stages too.

Your energy attacks do a lot of damage and mess with everyone's anger. To keep your power stages topped out, there
are three Hidden Power Levels, plus Earth Dragon Balls 1,
3 and 5—which is probably more than you'll ever need.
In fact, with a few "anti-anger" cards, three Confrontations and four copies of Trunks Energy Sphere, you're



ready for anything and everything.

#1 CARD

Trunks, Level 1. An attack that takes two blocking cards to stop is just too good. Use it after pounding your opponent with a bunch of physical attacks to get him to zero, then smack him with your powered-up-to-full Trunks.

For the longest time, Joshua Minnon thought Trunks had something to do with elephants' luggage.

"Trunks, the Hero"

MAIN PERSONALITY

- 1 Trunks (Trunks Saga)
- 1 Trunks, The Swordsman
- 1 Super Saiyan Trunks
- 1 Trunks, The Hero

MASTERY

1 Saiyan Style Mastery

PHYSICAL COMBAT

- 1 Chiaotzu's Psychic Halt
- Nappa's Physical
 Resistance

- 1 Vegeta's
- Physical Stance
- 3 Goku's Battle Ready
- 3 Hidden Power Level
- 3 Rebellion
- 3 Saiyan Face Stomp
- 3 Saiyan Lightning Dodge
- 3 Saiyan Heads Up
- O Calyan I reads Of
- 3 Saiyan Left Kick
- 3 Saiyan Wrist Block
- 3 Saiyan Destiny
- 3 Saiyan Flying Tackle
- 3 Saiyan Pressure Punch

ENERGY COMBAT

- 1 Good Advice
- 1 The Luck Of Trunks
- 1 Trunks Makes Himself Clear
- 1 Nappa's Energy Aura
- 3 Saiyan Focus

COMBAT

- 1 Time Is A Warrior's Tool
- 4 Trunks Energy Sphere
- 3 Saiyan Truce Card
- 3 Confrontation

NON-COMBAT

- 1 Vegeta's Quickness Drill
- 1 Terrible Wounds
- 1 Vegeta Scans The City
- 1 Goku's Heart Disease
- 3 Saiyan Battle Terms
- 3 Saiyan Appraisal Maneuver

LOCATION

3 Kami's Floating Island

DRAGON BALLS

- 1 Earth Dragon Ball 1
- 1 Earth Dragon Ball 3
- 1 Earth Dragon Ball 5

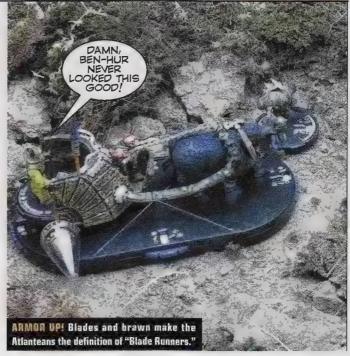
Mage Knight by Kevin Barrett

he Atlantean Magus and his Demi-magi wait behind a wall of Goblin Volunteers; they wait for you to approach and then they blast you out of existence. Your opponent's fielding a "turtle army"-stationary, thick-shelled and hard to crack. But you're ready for this cheese. Your army's a turtle killer.

TOP FIGURES

The Magus-powered turtle army is a common archetype in the Mage Knight tournament scene. It blasts advancing armies to bits. But not yours. You're packing three dwarves with magic immunity. Approaching behind a damage-absorbing wall of Brass Golems, your dwarves cannot be hit by your opponent's magic blasts. Any points your opponent has put into Demi-magi are pretty much negated. This point swing should give you the upper hand in battle.

Your key figure is Dwarven Jarl. With command, a 12-inch ranged attack, an attack value of 12 and 3 damage, he will dictate the flow of your battle. If your opponent does manage to contact him, you can make short work of the offending warrior with this dwarf's weapon mastery.



HOW IT BEATS YOU

On one turn, the Golem formation moves forward, followed by the dwarves. On the next turn, your two main formations rest while your Mage Spawn skirmishers advance up the flanks. Repeat this pattern. When you get within 10 inches of your opponent's turtle army, it's time to move the Brass Golems to one side and let loose with the Fuser attacks. Maneuver your Golems to screen as much incoming fire as you need while you work over the opposition from one end to the other, methodically beating down his wizards one at a time. Use the Jarl's attack to crack particularly tough units on the other side, or act as primary attacker if a ranged combat formation is needed.

The Mage Spawn are best kept out of magic blast range until needed to fill a gap in the Golem line or pin an opposing rangestriker with a timely base

contact. Also, don't discount the possibility of a capture attempt with the Shade. His quickness can be used to cover the ground back to your starting area to score double capture points at the end of the game.

Eventually, your Jarl will make a command roll. When he does and you are in musket-range of the opposing force, volley three separate shots at the opposition, starting with the Jarl's better attack.

#1 Warrior

Dwarven Jarl. His key attribute is the magic immunity; like the other dwarves, he can't be hit with a magic blast and he shrugs off extra damage caused by magic enhancement.

Kevin Barrett's turtle army contains Donatello, Raphael, Leonardo and a whole mess of Pepperoni Golems.

200-point Mage Knight Army

WALKING WALL SECTION

3 Brass Golem (*) = 54 points 1 Shade (*) = 12 points

DWARF SECTION

1 Dwarven Jarl = 77 points

2 Dwarven Fuser (***) = 52 points

SKIRMISHERS

1 Imp (*) = 5 points

Buffy the Vampire Slayer by David Eckhard

ive 'em hell! And we mean that literally. Using The Master and his band of evil minions, you're going to wreak havoc across Sunnydale until the Hellmouth itself has opened. That'll give those high-kicking, stake-toting losers something to think about.

TOP CARDS

With his essence card and Level 1 power, The Master can fight up to three times a turn. So if you can get to your opponent and his Scooby Gang while they're in one place, you can beat down all of them. Give The Master a Stake & Crossbow card and you've got an insane fighting machine.

But he can't do it all by himself. The Master needs his lackeys, and there are nine here for him. There would be more, but there aren't many other characters that have a really good butt-kicking skill to help you in a fight.

Run, Fast! and Electrical Tunnels Schematic help you get board control so you can be wherever your opponent is. The Old Madison Body Switch is useful moving away those characters that could beat you and replacing them with those you can nail.

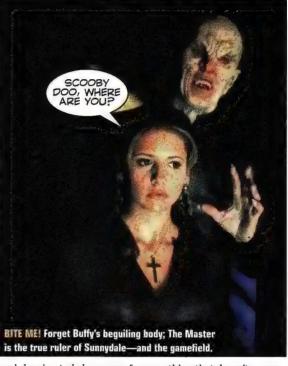
HOW IT BEATS YOU

Fighting and board control. Your cards help you fight, prepare for the fight or put you in positions where the fights are in your favor. Don't worry about challenges: it's easier for this deck to beat someone up then to gang up and win a challenge.

You want a location card at every location. Pool Of Blood, Mausoleum, Warehouse, and Tunnels are your four prime locations. Public Restroom is filler, but if your opponent plays at least one school location, the Restroom can be powerful.

> If your opponent keeps his characters grouped together, have The Master chase them down and slaughter them en masse. If they spread out to escape The Master, bring on the lackeys. Most minions get an advantage against an average character during fights.

Join The Pep-Squad and cards that change fights to butt-kicking can wreck this deck. You've got a lot of



card-drawing to help recover from anything that doesn't go your way. Against hero decks, you've got Vampire Embrace so you can beat up your opponent with his own characters.

#1 CARD

Run, Fast! You need a three butt-kicking to play it, but it lets you lure a character to where you want them after they've moved. Awesome. Or it can draw away a strong character so you can take out her little friends...

Freelancer David Eckhard always orders extra garlic bread... as if he needs it. Whew!

ESSENCE

The Master Essence Card

CHALLENGES

- Abduction
- A Boy And His
- Guillotine
- Feeding Time Festival Of Saint
- Vigeous Facing Your Fear

- 1 Pergamum Prophecy
- 1 Welcome To The Harvest

LOCATIONS

- 1 Lair Of The Master
- 1 Mausoleum
- 1 Pool Of Blood 3 Public Restroom
- 1 Tunnels
- 1 Warehouse

RESOURCE DECK

- 1 The Master Level 1
- 1 The Master Level 2
- 1 Andrew Borba Level 1
- 1 Claw Level 1
- 1 Darla Level 1
- 1 Drusilla Level 1 1 Fritz & Dave Level 1
- 1 Jesse Level 1
- 1 Luke Level 1
- 1 Spike Level 1
- 2 Alone

- 3 Animal Intensity
- 2 Eclipse
- 3 Electrical Tunnels Schematic
- 3 Feast On Virgins
- 2 Hot Dog Surprise
- 3 Master Bones
- 3 Run. Fast!
- 3 Stake & Crossbow
- 3 The Old Madison Body Switch
- 3 Vampire Embrace

(iller Dec Cs

Harry Potter by Steve Frohnhoefer

eems Harry Potter should've heeded his arch-nemesis' advice about "making friends with the wrong sort." At least in the world of the *Harry Potter TCG*, Slytherin's the home of power. With the ability to strip an opponent's hand and nuke his resources in play, Draco Malfoy's got more clout than He-Who-Must-Not-Be-Named. Take that, Potter!

TOP CARDS

While he doesn't provide you a lesson like his housemaster, Professor Severus Snape, Draco Malfoy lets you use an action to pitch a card to selectively swipe any one card from your opponent's hand. Combine that power with two adventures—4 Privet Drive and Human Chess Game—that lock down your opponent and you'd might as well give Slytherin the House Cup.

The remainder of the deck, when not being pitched, works to eliminate threats that hit the table, with a touch of healing for good measure. It's all at Malfoy's disposal.

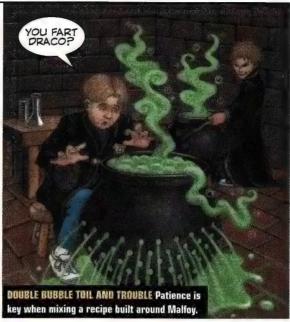
HOW IT WINS

Depending on what they're playing, it beats opponents with impeccable patience or ruthless control. Against creature decks, Malfoy's ability is secondary to building up lessons. With 14 ways to nail creatures, even Norbert shouldn't pose much threat. Be patient. Your spells will take out the creatures; wait till you've built up a ton of lessons before beginning the discard game. Plus, you've got four Hospital Wings to let you recycle your key cards.

Facing a creatureless offering? Against heavy healing and spellbased decks is where Malfoy really shines. If your foe's playing green, you'll want to use Draco's discard ability at least once a turn. Hospital Wing, Elixir Of Life, Even Pomfrey's Pick-Me-Up and

Boil Cure—if it heals, get rid of it. You can't stop Snape from firing off his ability, but you can minimize the extra damage you must do to your opponent in order to win. Remember, healing cards can't be recycled.

Against healing decks, use Malfoy's power even if it means chucking a direct-damage spell. Don't be disappointed to only find lessons in an opponent's



hand. Lesson destruction is a viable strategy in *Harry Potter*, and this deck can play it to perfection, especially since the best potions spells require a player to discard one or more lessons.

Ready for the kill? Slam an adventure onto the table. Human Chess Game's your clincher; save it till you've got control. Your other adventure, 4 Privet Drive, should be played immediately once a potions lesson lands across the table.

#1 CARD

Malfoy. With him in play, every card's a selected discard from your opponent's hand. Without him, sealing the deal with your adventures would be righ-impossible.

Associate Editor Steve "Snitch Master" Frohnhoefer always wears a house cup to protect his bludgers from beaters.

'Malfoy's Misadventures"

STARTING WIZARD

Draco Malfoy

CHARMS SPELLS

- 3 Bluebell Flames
- 3 Incendio
- 4 Toe Biter
- 4 Vermillious

POTIONS SPELLS

4 Hospital Wing

TRANSFIGURATION SPELLS

- 4 Cauldron To Sieve
- 4 Lost Notes

LESSONS

- 14 Charms
- 4 Potions
- 8 Transfiguration

ADVENTURES

- 4 4 Privet Drive
- 4 Human Chess Game



KilerDers

Pokémon by Danni R. Graham

hile the cat's away, the mice will play." This saying rang true at this year's East Coast Super Trainer Showdown, although there weren't many Persians or Pikachu. With the absence of many broken cards like Professor Oak and Sneasel, it was the mighty riptiding Feraligatr Level 69 which powered past many Slowking, Steelix, Blaine's Arcanine and Typhlosion decks, making the finals in every age division. In short, this deck kicked some serious puss-in-booty.

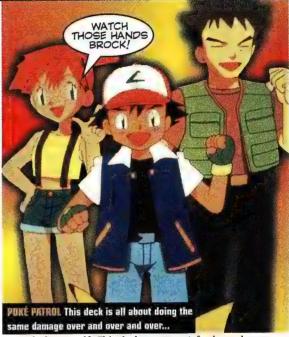
TOP CARDS

Feraligatr plays on a strategy of pure power. All you need is a Feraligatr in the active position with three Water Energy, and you can deal enough damage to destroy anything which stands in your way. To achieve this, you need to include card drawing engines such as Cleffa and Professor Elm. Finding those evolution cards takes some time, and it is unlikely that during these turns your opponent will be benignly waiting until you are ready to attack. In fact, he will most likely be doing everything possible to corrupt your strategy. But with cards like Double Gust and Brock's Mankey, you can get the jump on them. When you have a powered Feraligatr, send out Mankey to taunt a Slowking or a Steelix with no energy. Unless your opponent can pay that retreat cost, your Feraligatr can knock-out almost anything with riptide on your next turn.

HOW IT BEATS YOU

Feraligatr's pokémon power allows you to discard Water Energy cards from your hand before you attack. So you can riptide for huge amounts of damage and then shuffle the energy back into your deck. But that is only one knockout; to win, you need six. Now what?

You need to get that energy back in your discard pile. This is where cards such as Secret Mission and Misty's Wrath are effective, allowing you to discard Water Energy while keeping those valuable trainer cards in your hand. On the next turn, simply repeat these steps and—volià—another knockout. After a few riptides, you end up with a discard pile full of trainers and a deck full of Water Energy. That means you can deal 10 damage every turn and



never deck yourself. This deck was meant for huge damage, so you need those trainers back. Trash Exchange is one of your most important cards, not only because it puts Water Energy in your discard pile, but also because it restores Misty's Wraths and Secret Missions to your deck. A few riptides later, you're on your way to winning the game.

#1 CARD

Focus Band. It gives you the chance to survive a riptide from another Feraligatr or a Firestorm from Blaine's Arcanine. The Focus Band flip can often be the deciding fac-

tor in games of Feraligatr versus Feraligatr. (

When Danni Graham riptides, it's usually a result of the bean burritos he had for lunch.

"Turning the Tides"

POKÉMON

- 1 Brock's Mankey L10
- 3 Cleffa
- 4 Croconaw L41
- 3 Feraligatr L69
- 2 Magby
- 4 Totodile L20
- 2 Wooper

TRAINERS

4 Professor Elm

- 4 Misty's Wrath
- 3 Secret Mission
- 4 Trash Exchange
- 3 Focus Band
- 3 Double Gust
- 2 Nightly Garbage Run
- 2 The Rocket's Training Gym

ENERGY

16 Water Energy

DECK BUILDING

Color-Hosers by Steve Frohnhoefer

Verdant Force stomps across the table, only to be stopped in its tracks by a weenie that lives to tell the story. A measly 1/1 turns a 99/99 Serra Avatar into a wall, left to remain nearly useless at home. Morphlings fly headlong into 2/2s without claiming a victim.

How's it possible? The same way that you, with only a pile of cheap cards and a handful of inexpensive rares, can leave the Extended scene utterly hosed.

Step 1: Theme

If you're gonna hang with Stasis, Sligh, Oath and the like, you've gotta be able to handle both size and speed. It's not an easy chore for most decks, especially ones that don't pack a buttload of pricey rares.

The solution's easy, though. Just go to your sideboard before the match begins. That's right. All you need is a little protection—as in creatures with protection from a color or two and the means to change other permanents to those safe colors.

You may not believe it, but color-hosing can be a viable strategy, capable of much more than merely stopping Sligh in its monocolored boots.

Step 2: Colors

White touts most protection-from creatures that are worth anything, so that's easy enough. Color-hosing decks are all about control, so they're tailor made for some blue. An old version of this deck splashed black for Darkest Hour—an absolute killer if it hits the table. But for the sake of simplicity and rarity, leaving out black is not a problem.

Step 3: Creatures

is invaluable.

Herein lies the crux of the deck. There's no shortage of top-notch, low-casting-cost creatures that make this puppy shine.

If your opponent starts cursing your mother when you play this deck, take it as a compliment. That's because Mother Of Runes, potentially the game's best one-drop, is your most valuable creature. Her ability to provide protection to any creature—including herself—

Tidal Visionary, the deck's blue one-drop, changes the color of another creature, helping the rest of your army do its thing.

Invasion's super-weenies, the Crimson and Obsidian Acolytes, grace the two-mana mark. Each has built-in protection that it is more than happy

the deck MOTHERS OF RUIN

ARTIFACTS

- 3 Distorting Lens
- 1 Phyrexian Splicer

BLUE CREATURES

4 Tidal Visionary

BLUE SPELLS

- 4 Arcane Denial
- 2 Forbid

WHITE GREATURES

- 2 Beloved Chaplain
- 4 Crimson Acolyte
- 4 Mother Of Runes
- 1 Northern Paladin
- 3 Obsidian Acolyte
- 1 Southern Paladin
- 4 Voice Of All

WHITE SPELLS

- 3 Disenchant
- 2 Story Circle

LANDS

- 4 Coastal Tower
- 6 Island
- 12 Plains

gio' The Gethering is a registered trademank of Wizards of the Coast I

all comers, no matter their size.

BLASTO-WHO? This killer deck shields you

to share with the rest of your army, for the small cost of one white mana per creature. On the surface, they only help against black and red, but as you may have guessed, even Verdant Force will be changing

colors once this deck gets going.

But, just in case you're facing Blastoderm or can't change a critter's hue, there's two copies of Odyssey's Beloved Chaplain. The Chaplain's a steal at two mana, since he has the unique "protection from creatures" ability. All you've gotta do is keep the cheese away, and the Chaplain will stand tall.

All that protection's nice on the ground, but the deck needs an air force. Enter four copies of Voice Of All, which make sure you always have the right protection at hand. Take that Morphling.

Lastly, the deck includes one each of Northern and Southem Paladin. These are here for elimination, and are naturals if you own them. But, alas, they are rare, and can be replaced if need be. Just go with an extra Obsidian Acolyte or a couple more Beloved Chaplains if this is the case.

Got more resources? You can't go wrong with Exodus' Paladin en-Vec.

Step 4: Spells

In a nutshell, there's three things that can throw this deck into disarray: damage-dealing artifacts like Masticore and Cursed Scroll, creatures with trample that can break through your wall of color-hosers with their trample damage and shadow creatures.

Three Disenchants are maindecked to fend off nasty artifacts. The seldom-used Phyrexian Splicer exists to strip creatures of special abilities like shadow, trample, first-strike and flying for a turn—while providing the ability to one of your guys. More Splicers should be in your sideboard. A couple Story Circles provide even more insurance.

And, like any deck containing blue, this one's got a handful of countermagic. Since the deck doesn't carry much blue, this version goes with Arcane Denial-which requires just one blue mana and one other—over the standard Counterspell. Two Forbids round out the countering presence, giving you some recyclable control once your soft lock is set.

The final spell, Distorting Lens, is the deck's most valuable weapon. Remember that the Lens changes the color of any permanent, not just creatures. In concert with your Northern or Southern Paladin, the Lens lets you nuke a pesky enchantment, an annoying artifact or even a land if you really feel ruthless.

Step 5: Lands

Most of the deck's white, so goin' heavy on Plains is a given. Four Coastal Towers provide that extra versatility, and combined with six Islands provide the means to cast Forbid.

If you've got extra Adarkar Wastes or Tundras lying around, you're probably spoiled or have way too many good cards. Either way, go ahead and throw 'em in.

When playing, remember that you don't need much land on the table. Your most expensive spells cost four, and you only need a few white mana free to utilize your Paladins and let the Acolytes spread their love throughout your ranks.

There's no greater feeling then bucking the trend and flattening opponents with a unique deck. Just remember, when you win, hold up your Mother Of Runes, and say "Yeah baby, my mom is good!"

Steve Frohnhoefer's mother... Oh, wait, we can't go there.

nis truly is a deck without a single most valuable player. Each creature and spell provides powerful symmetry to guide you to victory. The key players:



MOTHER OF RUNES:

Don't disobey your mother! She lets you fend off fatties until you find your main color-changers and hosers. Don't forget she can block, then tap to give herself protection from the attacker's color.



TIDAL VISIONARY: Blue's lone creature in the deck serves a mighty purpose, turning other creatures red or black to let you block them with impunity or allowing you to destroy them with your Northern and Southern Paladins.



DISTORTING LENS: At first glance, it seems just like Tidal Visionary. It's anything but. The Lens alters the color of any permanent, providing a means to nuke Cursed Scrolls, Masticores and even lands, if you ruthlessly choose to do so.



SOUTHERN - PALADIN:

Look to the south, for there you will find the end of cheese. He and his Northern brother let you destroy any red or black permanent, respectively. Needless to say, they'll have a lot to clean up.



OBSIDIAN ACOLYTE: He can't stop Wrath Of God, but coupled with your color-changers, he can save your creatures from most any other destruction, letting your army scoff at Soul Burn and step in front of most any fat attacker.



VOICE OF ALL: Your game winner, hands-down. Planeshift's best flyer lets you choose its color of protection when it enters play, ensuring you'll never be stuck hosing the wrong color until you find a Lens or Tidal Visionary.



STORY CIRCLE: Creatures with trample pose a real problem to this deck, but the Circle provides some needed extra insurance. Here's a hint: If you're playing against a green deck, don't think twice before calling green with it.



Chance Encounter by the IQ Staff

That was our first reaction when poring over the Odyssey spoiler months ago and coming across Chance Encounter. Granted, 'tis better to be lucky than good—how else do you explain the Giants and Falcons landing in recent Super Bowls?—but c'mon, winning the game with nothing but 10 luck counters, generated by coin flips, on a wacky enchantment? Suddenly, even Coalition Victory looked playable. The one-star rating that followed was a natural.

But then it dawned on us; it sounds like one fun-ass deck.

In many cases, your Encounter will be a fleeting one, with a timespan less than the average Blink 182 song.

And there's always that percentage thing. You know, that theory you slept through in math class that says only half of one's flips should end up heads.

Flipped Off

If it's gonna be your lucky day, you need creatures that make you flip coins. Lots of coins. Introducing the deck's most valuable player, drumroll please, Fallen Empires' Orcish Captain!

One mana equals one coin flip with the Captain. So what if it'll take nothing short of divine intervention to keep him alive? It's not like he's worth the cardboard he's printed on anyhow. Besides, you've got four copies to flip through.

Speaking of multiple flips, Squee's Revenge gives you the opportunity to truly test your luck. Screw the cards you can earn:

just name 10 and hope the sun'll shine on your dog's ass for once.

Game of Chance

Playing Chance Encounter is all about luck, but fortunately not the type that keeps 99 percent of the gaming population hopelessly single.

That's not to say there aren't hurdles here, especially in keeping the dang enchantment on the table. There's more bouncing

mechanisms in Standard than at

a Women's NBA game, so you'd better win your flips

👞 in a flash.

the deck LUCK OF THE ORCISH

BLUE CREATURES

4 Wall Of Tears

BLUE SPELLS

- 4 Counterspell
- 4 Fact Or Fiction
- 4 Foil

GOLD CREATURES

3 Frenetic Efreet

GOLD SPELLS

1 Squee's Revenge

RED CREATURES

- 2/Chaotic Goo
- 4 Mogg Assassin
- 4 Orcish Captain
- 1 Scoria Wurm

RED SPELLS

- 3 Chance Encounter
- 2 Earthquake

LANDS

- 12 Island
- 12 Mountain

LUCKY STRIKES With this deck, it's "heads you win, tails your

foe loses."

OUN SAMERSO

Enter the next dog of war: the mighty-that's mighty bad-Mogg Assassin. This loaf taps to let you flip a coin—that's the good part. If you win the flip, you destroy an opponent's creature of your choice. Lose, and it's curtains for one of your guys. Or is it?

Frenetic Fits

The deck's best creature, Frenetic Efreet, is a tourney-worthy force to be reckoned with. If the Efreet's about to buy the fecal farm, you get, guess what, a coin flip. Win it, and the Efreet phases out. Guess wrong and, well, he was taking the dirt nap anyhow.

Best of all, the Efreet's a 2/1 flyer. That, combined with the fact nobody wants to waste spells on him to begin with, means he can win you games the old-fashioned, deal-20-damage-to-your-opponent way. Not bad for a friggin' coin-flip card.

Gooey Goodness

You know what they say: When the goo hits the table, it's time to run. Or something like that. Innuendoes aside, however, Chaotic Goo creates a potential monster mess for your opponent. A 3/3 to start, the Goo either gets or loses a +1/+1 counter on your upkeep if you flip a coin.

If a little Goo ain't enough to get your opponent all sticky, Scoria Wurm oughta do the trick. A 7/7 for five mana's nothing to scoff at, even if it could bounce itself back to your hand each upkeep should you lose a coin flip.

Don't have the big Wurm or any Goo? Sounds like a personal problem. No, they're both rare and can be substituted out.

Tears of Joy

Okay, okay, you want a creature that will remain in play. How 'bout Wall Of Tears? Don't laugh, this ain't the average, sit-back-and-rot pile of wall. Quite the contrary—it bounces anything it blocks back to its owner's hand. Nothing short of a 4/4's gonna threaten this thing, especially in the early game when your foe's building up mana.

Panic not, friend. Walls aren't the only defense in the deck. We admit it, every deck needs its share of cheese, and this baby's packin' countermagic. Four Counterspells and four Foils force Chance Encounter into play and help keep it there. Two Earthquakes clear the board and buy time.

Making Book

Oh, if Unglued were tourney legal. No shortage of kick-ass coin flip cards in that set. Goblin Bookie, the 1/1 that allows you to reflip a coin or reroll a die, is all about this deck. So too is Flock Of Rabid Sheep, a potential windfall of coin flips and, with a little luck, a buttload of 2/2 sheep tokens to boot. That's enough wool to keep a cold draft and some opposing creatures away from your good-luck streak.

Lucky Strike

Ready to change your luck? Don't be shy. Step right up for an encounter neither you nor your opponent will soon forget. Experience a rush of fortune, all without the humiliation of rejection. Heck, we've done all the work for you, so get out there, make your daddy proud, and get lucky already dammit!

The IQ Gamer staff "got lucky" once. And that's not even counting the time the Ho-Ho machine was left unlocked.

TERNATE

ambling was invented around the time cavemen began wagering on dinosaur rodeos. Since then, hucksters have come up with many innovative ways to sucker people out of their money using games of chance. Here are five of the most popular schemes and the odds of winning big after only one "play."



CRAPS This game was named before anyone considered marketing or brand management. That, or it used to be an entirely different game, perhaps one involving the throwing of animal dung. Odds for the dice version: 36 to 1,

POWERBALL: Also called the gullibility tax, Powerball is tailor-made for Americans, requiring zero effort. You just give some guy at a gas station \$1 and you get a slip of paper with six numbers. Match all six and you're chillin' on your patio with Bill Gates and Madonna. Odds: 76 million to 1.

RUSSIAN ROULETTE The multi-player game of random head wounds. We don't recommend it, but if you gotta play, remember: 1. Never go first. 2. If you're number six and everyone else is still alive, use the gun to shoot the guy guarding the door and haul ass. Odds: Usually 1 in 6.

THREE-CARD MONTE Three cards are put in front of you; all you gotta do is pick the one red card. Problem is, the dealer has palmed the red card he initially showed you and switched it with a black card. Odds: Theoretically 1 in 3. Reality: you have no chance.

SLOTS The best scam ever. People throw money into a machine because it says right on the machine that they can win more money. People actually fall for this. Odds: no one really knows.

Answering magic's most confusing Questions







Q: I attack with my Wild Mongrel and activate its ability to give it +1/+1 and make it black. My opponent controls a Circle Of Protection: Green and wants to respond by using it on my Mongrel. Is this legal?

A: Your opponent is allowed to activate the Circle Of Protection and choose the Monarel. However, since the Monarel isn't green when it Jeals damage, the prevention shield won't work and the Mongrel deals its damage anyway.

Q: I control a white creature enchanted by Tattoo Ward. Will my creature be able to benefit from Divine Sacrament?

A: Yes Protection from enchantments duesn't prevent non-targeted effects such as the bonus produced by Divine Sacrament.

Q: My opponent controls a 3/3 creature and an Aegis Of Honor. If I play Blazing Salvo on the creature, can my opponent redirect the five damage to me instead?

A: Yes, Your opponent is allowed to choose the self-damaging option for Blazing Salvo, even in combination with prevention or redirection effects.

Q: I cast Master Apothecary. Once it comes into play, can I immediately tap it to prevent two damage, or do I need to wait until my next turn?

A: You can use it immediately. Because the Apothecary ability doesn't use the tap symbol, you're allowed to use it even if the Apothecary hasn't been under your control since the start of your most recent turn. And it you play more Clerics, you'll also be able to tap them using the Apothecary starting the turn they come into play.

Q: My opponent wants to play a land. Can I respond by using Pardic Miner to prevent the land from being played?

A: No You can't respond to a land being played, and even if you could, sacrificing the Miner wouldn't prevent the land from coning into play. The best times to sac the Miner are during your opponent's upkeep, during combat or in response to a spell that would kill it.

Q: How does Earnest Fellowship interact with artifact creatures and animated lands?

A: Most artifact creatures and animated lands don't have a color, so the Earnest Fellowship doesn't give them any protection abilities.

Q: Once I'm at threshold, is my Wayward Angel black and white or just black?

A: The threshold ability overrides the nor-

mal color of the Angel, making it completely black.

Q: My opponent casts Liquid Fire on my 2/2 creature. Can I save the creature using Healing Salve?

A: Not really. The damage for Liquid Fire is divided up on resolution, so your opponent doesn't have to decide how much to assign to the 2/2 creature until after you've played your Healing Salve. At that point your opponent will probably assign all five damage to the 2/2 creature, causing it to die anyway.

Q: I'm at 1 life, and my opponent is at 2 life, Can I draw the game using Screams Of The Damned?

A: No. The damage from Screams Of The Damned is dealt one point at a time If you activate the Screams twice in a row, you'll be at zero life after the first activation resolves. At that point, you'll lose immediately and the game ends before the second activation gets a chance to kill off your opponent.

Q: My opponent plays a flashback spell from the graveyard, but I counter it using Counterspell. What happens?

A: The flashback spell is removed from the game.

Q: My opponent uses flashback to play Roar Of The Wurm from the graveyard. Can I counter the spell with Prohibit?

A: No. Prohibit looks at the converted mana cost of the spell, which means that it looks in the upper right hand corner of the cara and adds up the mana symbols. Additional or alternate costs, such as flashback, aren't included in this calculation. Even though your opponent paid only four mana for the

Roar Of The Wurm, Pronibit car't counter it because it has a convened many cost

Q: Can flashback costs be affected by cost reducers, such as Nightscape Familiar or Sapphire Medallion?

A: Yes, Flashback costs replace the normal cost of the spell, but cost reducers are allowed to affect this modified cost.

Q: I control Karmic Justice and my opponent plays Tremble. Can I destroy one of my opponent's permanents?

A: No. Tremble doesn't destroy lands; it forces players to sacrdice them. The terms "sacrifice" and "destroy" aren't the same Since your land wasn't destroyed, the Karmic Justice doesn't trigger.

Q: What happens if I play Aura Graft on my opponent's Bloodfire Infusion?

A: The two abilities of Aura Graft were supposed to be in the opposite craet, and the card has received erruta to fix the problem. Under the old text, first you would attempt to move the Intusion and fail because it can't enchant any of your creatures. Then you would gain control of the Infusion, which would pron pily be sent to the graveyara because n', not enchanting a permanent you control With the corrected text, the cord works much more sensibly. First you gain control of the Bloogline Infusion, and then you are allowed to move it onto one of your creatures.

The IQ Gamer staff has begged Collin Jackson to issue errata on Patrol Hound's flavor text. The words "wuv muffin" should not appear on any Magic card. Ever.





You've get a Lich in play and plowty of mana, but your hand is empty and your opponent is beating you down with creatures. You take a deep breath, knock the ten of your dock, and draw... another Lich. Not exactly a clutch pull. huh? Actually, the second Lich is far from redundant in this situation. Once the first Lich was in play, every damage that you took caused you to lose both a permanent and a life—forcing your life tetal deeply into the negative.

When the accord Lich hits the table fi attempts to reset your life to zero, but because zero is actually greater than your current life total, this translates into gaining life. Beth Liches want to replace this life-gain and one of them will seccood in turning each of these "prolevant" life points—the cards yell've lest since place the first Lick into cards in your hand. But be careful: new you'll sacrifice twice as many permanents when you take demand

Three a gammag is recent the Collecting you up the wall? Dury fragues they god no I calm you up the E-collection you up the E-collection you up the E-collection of Collection (Collection of Collection of Collecti

TOURTHY TO CHIEF GAIN IS WILLSAYE

CANCELLA IN MILITA

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Blizzard of "Ahs"

by Steve Frohnhoefer

ANNOUNCED *WORLD OF WARCRAFT MMO*

s if waiting for Warcraft III: Reign of Chaos wasn't torture enough.

Now, fans of Blizzard's orcs-vs.-humans RPG battle sensation have a full-scale, kick-ass massively multiplayer title over which to drool over in anticipation. World of Warcraft's the name, and Blizzard announced the future release at September's European Computer Trade Show in London.

No date's set for the game's release. After all, even Warcraft III's release date is somewhat up in the air, and World of Warcraft is set four years after Warcraft III, in an era where tension has settled over the ravaged world of Azeroth.

NOUESTGAMER80

The game dawns with the land's

races-which include a new,

new plague dawns.

A preview movie for the game shows off a brand-new 3-D engine that produces extraordinarily lush terrain, bulky, highly detailed characters wielding oversized battle axes, swords and shields and an option between first- and third-person viewing perspective.

Fight sequences are every bit as complex and eve-popping as one would expect from the makers of Starcraft and Diablo II. Yet, as with Diablo, Blizzard's promising an easy-to-use interface that makes battle and other game interaction refreshingly simple.

Some other nifty items from the World of Warcraft grapevine:

THE TAUREN Those wanting a new look will dig the Tauren. As the name suggests, these are huge bull-like creatures—a mighty race of nomadic tribesmen who frequent grassy plains. They're generally peace-loving hunters, threatened only by marauding



PVP in it as a standard part of the game. However, we're setting it up in such a way that those who don't wish to play PVP won't have it forced upon them."

LEVEL-UPS Blizzard plans to incorporate both skill- and level-based advancement into *World of Warcraft*. This means players will gain levels and abilities based on their class throughout the game. That's not all, though. According to Blizzard: "Players will also be able to acquire additional skills through other gameplay methods such as seeking mentors or by completing quests."

SPELLS Many spells familiar from *Warcraft II*, and presumably those added in *Warcraft III*, will be accessible. New badass magic also can be expected.

DEATH "When a player dies in World of Warcraft, they will reappear with

all their equipment at special locations throughout the world. Players will suffer some penalty from death, but not enough to ruin their gameplay experience," Blizzard said.

OTHER TIDBITS Although Blizzard wouldn't confirm more about the game, rumors run rampant about several other goodies. They include spells that require multiple casters to use and non-combat abilities of each class that are shared by all members of a group. In other words, if your spellcaster is traveling with a paladin, you would gain access to some specific paladin ability.



Need a refresher course on the upcoming Warcraft III: Reign of Chaos, to whet your palate as you wait? Here's the quick-and-dirty on that title.

• Two new races: night elves and the

Scourge. The night elves are a nocturnal clan of immortal magicians. Rumor has it they've refused to use their magical prowess since their homeland was ravaged, but you never know. Still, they remain just. The undead Scourge, on the other hand, know no bounds. Their disembodied corpses and spirits are ruled by the Lich King, who desires nothing more than to unearth plague and mind-control on all of Azeroth's beings.

 Heroes will be added to the game. These are super-powerful battle units that utilize unique skills and spells, and employ auras that affect nearby troops when they head into battle.

 A campaign editor will exist, to let players create their own 3-D maps and missions. Easy-to-use scripts for units, spells and event triggers will have you running your own world of Warcraft in no time.

 Expanded multiplayer action offers cooperative play and questing for players as they prepare for the big MMO.





DECEMBER2001

PREVIEWING: Fighting Legends Online



Are you ready to try something truly different?

As countless other companies try to duplicate EverQuest, Maximum Charisma's Fighting Legends Online comes as a refreshingly different mix of role-playing and real-time strategy in a distinctly offbeat world that features

strange character design, a colorful 3-D world, and indepth strategic roleplaying action.

EXILE IN EXISLE

Set in the mystical world of Exisle, Fighting Legends places you in an alien landscape where the final remnants of an ancient civilization battle it out for supremacy. Exisle is home to myriad creatures you've never seen before.

Sure, clans include familiar elves, wee people, humans and dragons, but then there's the undead Bones, biomechanical BioMechas, the BearKats, the monklike Rin and fire demons: the Pyron Clan. Sure beats the hell out of playing a ranger for the umpteenth time.

Each clan has classes made up of five basic unit types: Melee, missile, MPOW (spell casting), technique, and movement. Technique centers around both fighting and healing skills, while movement enables a unit to be proficient in scouting and reconnaissance.

You start out with your immortal avatar, but as you



progress, you'll be able to create a base and trade and recruit new units. You can have up to 16 units in a tribe, and as your individual tribe members survive battles, you can give them immortal hero status. This makes the unit able to lead its own units, thus letting your tribe increase in number.

BASE BUILDING AND MAKING FRIENDS

Like most real-time strategy games, the base plays an important role. You need to create specific types of huts to create certain units. However, to create huts, you need resources, which are earned in combat. When you kill another creature, it drops a chest, usually containing magical gems and other types of valuable supplies. Get enough gems and you can afford bigger bases. New skills and abilities are bought in Fighting Legends, so the more you fight, the more you earn.

As you move through the planes of Exisle, you'll be asked to complete quests. Alliances can help your own clan thrive and survive not only against other players, but some very imposing Al-controlled monsters.

A FIGHTING CHANCE

With its original look and theme, along with deep and complex gameplay, Fighting Legends is definitely worth a look for any online gamer looking for something new. It's quirky, involving and remarkably clean—even the beta proved stable and crash-free. I Jason D'Aprile

Pool Party

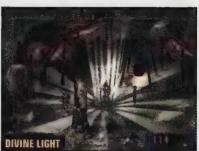
D&D: THIRD EDITION ALIVE

t's time for another dip in the pool, RPGers. So c'mon in; the water's fine.

Thanks to UbiSoft, the Forgotten Realms of PC roleplaying have resurfaced in Pool of Radiance: Ruins of Myth Drannor, and Third Edition: Dungeons & Dragons rules await those who dare

attempt to stem the evil magic leaking forth from the depths.

There are some surprises in store this time around, most notably the lack of dice rolling when generating character stats and the fact that you can't choose skills for some reason.



Instead, all abilities start at 8, and you have 25 points to divvy up between them. Adding to the challenge of creating a well-rounded character is the fact that higher scores cost more points. For example, a move from a score of 14 to 15 costs two points instead of one.

The reasoning behind this rather stringent system is to prevent players from making a group of super characters. Instead, the goal is to force you to create a party of up to four balanced adventurers. Although diehard RPG fans might be disappointed at certain class omissions-such as the wizard-most players will find the choices to be more than ample. At your disposal are the barbarian, cleric, fighter, monk, paladin, ranger, rogue and sorcerer.

Once your party is ready to go, the game moves to a familiar overhead isometric view, similar to that of Baldur's Gate. The biggest difference between Pool of Radiance and its D&D-based competition is the use of turn-based combat. After initiative is determined, each combatant has a limited amount of time to decide his move for that turn. This system ensures that players can get the tactical aspects of turn-based play, without letting combat become tediously bogged down.

Rounding out the game is the option to take on the adventure over a LAN or the Internet with up to five other players. Although the main world map remains the same in multiplayer mode, dungeons are created randomly each time a new game is started. Monsters and treasures also are randomly chosen and placed in these multiplayer dungeons, so you never know what your party might come up against.

All in all, Ruins of Myth Drannor is a hack-and-slasher, but still an RPG. It also catches the spirit of the Gold Box set remarkably well. RPG fans in the know who give the game a chance and don't have bug problems-some people have experienced difficulty, but the game ran fine for me—are finding it to be a very nicely done RPG, with a far more tactical quality than the Baldur's Gate



series. It's certainly not as good on the whole as BioWare's games, but still a decent title. So go ahead and jump in. We'll save a dinghy for ya.

Jason D'Aprile

Wingardium Leviosa!

HARRY POTTER TO MYSTIFY CONSOLE WORLD

an a video game capture the magic of arguably the world's hottest licensed property?

Console owners will find out this holiday season, when Electronic Arts brings Hogwarts alive on the GameBoy, GameBoy

Advance and PlayStation systems. It's Harry Potter and the Sorcerers' Stone and it's the first in what EA hopes will be a long series of Potter-based e-titles.

The initial titles are geared for an eight to 12-year-old audience, but then again so are the books, and that hasn't stopped you, me and everyone's mother from picking them up. More advanced versions for the Xbox, GameCube and PlayStation2 are slated for 2002, EA has said.

Unfortunately for computer gaming fans, a planned title for the PC recently was scrapped by EA, at least for the time being. Hopefully, plans for that game, and a future massively multiplayer Harry Potter title—hinted at during May's Electronic Entertainment Expo—will get back on the Hogwarts Express.

Much of what the games will entail is secret. But here's some of what our delivery owls brought home.

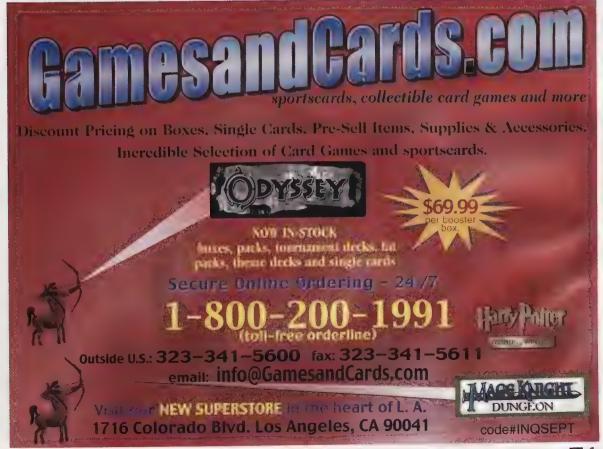
- Per author J.K. Rowling's insistence, Harry will not die in the games. So don't expect a Tomb Raider-style shooter.
- Similarly, Harry won't be killing anything. This is a puzzlebased game, where Harry will need to conjure up everything he

learns in his myriad lessons at Hogwarts—even dungbombs and

- The games will remain true to the novels. You'll visit Diagon Alley to buy books and supplies, learn how to fly your broom and take to the Quidditch pitch and unravel the mysteries entailed in the first novel.
- A third-person view is planned for the game, in which Harry will encounter plenty of familiar faces. Hermione, Hedwig, Ron, Dumbledore and Hagrid will help the neophyte wizard on his way,

while villains including Draco Malfoy and Lord Vold... er, "He-Who-Must-Not-Be-Named" should be present. Even secondary characters from the novels appear. EA's demo at E³ showed the Weasley twins, Fred and George, opening a secret passageway for young Harry. ■ Andrew S. Bub

The HE SHOOTS & SCORES Young Harry Potter's skills are on full display in EA's titles.



On-the-line Gaming

CELL PHONES BECOMING GAMING MACHINES

ne gaming fad from Japan requires you to have a deck, a friend and an affinity for cute pseudo-animals that like to fight. The next big craze in the Land of the Rising Sun requires just one thing: a web-enabled cell phone.

That's right. Prepare for America's newest console. Los Angeles-based JAMDAT Mobile is sure its lineup of cell-phone games will eventually be popular here. More than 10 million minutes have been logged playing their games, which cover a wide range of genres.

Gladiator II is JAMDAT's most popular game, where players dial into a server, "roll up" a warrior, pick a weapon type and go to the arena to fight other would-be heroes. While the combat system is simple and the graphics are nothing-you're on a cell phone, after all—warriors advance in level, increase skills and are saved from game to game.

JAMDAT Golf allows mobile duffers to compete for the lowest score against other players from around the country. With three courses of varying difficulty, five play modes, realistic shot physics and a robust club selection, the title does a good job of bringing golf competition to the mobile phone. Another popular sports game is Home Run Derby, where customized batters compete to see who can hit the most home runs in a row. The best part about these games is the cost-no charge at all beyond regular cell phone prices. All you do is log onto (www.jamdat.com) from a web-enabled mobile phone and play whenever you want. You can even download a free emulator to play on your computer.



E-GAMING TIDBITS MADE TO ORDER

GAMECUBE: Nintendo pushed the GameCube's release back to Nov. 18, to ensure enough systems and games would be in stock for the holidays. XBOX: Meanwhile, Microsoft's Xbox now isn't due out till Nov. 15-a one-week delay.



EVERQUEST: You no longer need a credit card to pay Ever Quest. Sony's now selling in computer stores cards for prepaid game time.

PHANTASY STAR ONLINE: Sega will release old Dream-

cast faves Sonic Adventure 2 and Phantasy Star Online for the GameCube.

FINAL FANTASY X: It's coming! It's coming! Final Fantasy X will wash ashore in the U.S. in January. It's for the PlayStation 2.

ELEMENTAL SAGA: Nexon's Elemental Saga now has two servers to accommodate different roleplaying styles. Player-vs.-player combat is allowed on the "Lucifer" server and forbidden on the "Michael" server.

FANTASTIC FOUR: Activision has acquired the PC and console rights to Marvel Comics' Fantastic Four and Iron Man.

MIDGARD: Funcom, the guys who bring us Anarchy Online, plan an MMO based on Norse mythology. The game's called Midgard. No release date has been set.

SAY IT ISN'T SO: In case you care, and we hope you don't: THQ will release a Britney Spears

IN MEMORIUM: Plenty of video games have been delayed and/or altered due to the tragedies of Sept. 11. Microsoft's Flight Simulator for the PC and PlayStation 2 games including Spider-Man 2: Enter Electro and Metal Gear Solid 2: Sons of Liberty are among those that had featured the World Trade Center.



... ART OF MAGIC CHARACTERS

The "Magic & Mayhem" series is about to return. Are you ready?

Best of all, Bethesda Softworks' Magic & Mayhem: The Art of Magic, takes its combat system largely from Magic: The Gathering, earning the PC title the endorsement of Wizards of the Coast.

Sure, there's no Serra to drool over and Juzam to beat the pulp out of enemies with, but plenty of totally kickass characters are at your disposal even some sweet elven chicks! Here's a sneak peek of some of the most powerful monsters, both good and evil, that you can summon, control and try to take down if you dare.



NECROMAGUS

Ruler of the lands of Chaos and one badass dude, he summons forth undead forces and other sinister magic to obliterate all that is good and neutral.



MOUNTAIN GIANT

Consider it a victory to escape him with a skull fracture or missing limb. The Chief Mountain Giant deals more damage in one blow than any creature in the game.



For some reason, she's been outcast from the ranks of elves. Sign us up as this babe's ally! Her ranged attacks are powerful, and her legendary bow and other "equipment," enchanting,



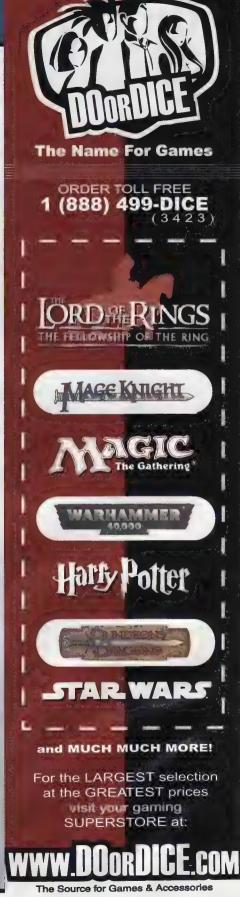
ORGON

A most unlikely ally, this ain't no stoopid troll. His spiked mace is rumored to summon lightning on foes it hits. He also shares his iron skin with allies, making them nigh-invulnerable.



VAMPIRE LORD

Beware, adventures, for looks are indeed deceiving. This chaos lord's no doofus; he'll rip the life out of your ranks, then recruit the dead to his side to finish you off.



One Wild Ride

MAJESTIC BRINGS DETECTIVE WORK TO LIFE

he lines are blurring.

My AOL Instant Messenger was flooded with chat notes the other morning, coming from a mix of others like me and strange shady characters that appear to have been ripped straight

out of "The X-Files" and left to flounder on the Internet. News article links that can't be real merge with links on Amazon.com and other real sites, all in a quest for knowledge.

And there's the phone. They call me, and sometimes in order to find out more, I've had to call them. I'm not too happy about that.

The world spun by Electronic Arts' Majestic-the mystery-solving reality Internet game, if you will-is easily one

of the most distinctive and creative ever seen in the realm of interactive entertainment.

In a nutshell, the game's first episode tasked me and thousands of others to delve into a less-than-accidental explosion at a game developer's studio, an event that resulted in the death of one of the studio's founders.

Yes, it's a game, and you know it's only a game, but there are times when it's hard to tell the difference between the game's reality and your own. Links from the game travel to real sites. and everything is steeped in a sense of urgency and conspiracy.

Phone Home

Majestic's most intriguing and confusing facet is the way it smoothly juxtaposes the reality of playing a game with the fiction of playing one. In Majestic, you simply play yourself playing the game; that's both the hook and the game. I signed up, downloaded the small interface program and sat though the usual introductory spiel. And then it began...

The phone rang. On the line was a moody and urgent sounding man telling me that Majestic is more than a game, that lives are at stake, and somehow, I am the only hope.

You're Not Alone

You don't need to interact with the other players, but they are there to chat with and help each other along. Your AOL Instant Messenger will offer up a mix of real players and Majestic characters who contact you now and then with plot-device notes.

There's also the option to receive faxes, although I didn't partake in that option, instead receiving notices online. You also don't have to be called at work or at home, if you so prefer. All calls related to the game are prefaced with a recording saying it is part of the game.

Follow My Lead

Majestic's tiny interface always is accessible, but it sits quietly in your task bar until activated. One click opens up a world of mystery, intrigue, murder, and enough Internet-based research to make gamers think they really are trying to solve a case. The links and news reports thrown at you by the game usually contain vague clues.

One clue leads you to another. For instance, you read a news article about a scientist working on a secret mind-control project. Then you search for the name of the project and the scientist, and you find a slew of top-secret looking military and paranoia-induced conspiracy theorist sites to read through. And it just gets better-and more complex-from there.

Majestic's website is the hub of all this amateur detective work, and the homepage will instantly let you know if there are news articles you should see or new links to pursue.

> Aside from just browsing various websites, which range from fictitious personal homepages to pseudo-government sites, you'll receive video and audio clips of conversations—like one of the deceased saving he's being followed and is afraid to leave the building-"televised" news stories, and other plot movers.

Take the Case

Be warned: Majestic is a needy game. If you let things go for too long, it becomes nearly

impossible to stay hot on the trail or pick up where you left off. Nonetheless, Majestic takes classic adventure gaming and kicks it up a notch. If you're willing to accept some odd phone calls and the like, it's certainly one case you want to jump into.

Jeson D'Aprile



MEET DINLINE'S DEADLIEST PLAYERS

NAME: Jon Zieten GAME: Diablo II CHARACTER: Aerfelle CLASS: Sorceress

RACE/TYPE: Human Female

LEVEL: 95

Diablo II players are addicts; getting to level 99 is the ultimate goal. Here's some help in getting started in gaming's ultimate fragfest.

What advice do you have for all the newbies out there? "Don't spend all your credits as soon as you get them. Save them up for your bigger, stronger spells. As far as armor goes, you don't want big, heavy armor as a sorceress, you want something that's easy to wear that will add to your mana or your resistances. The best weapon/armor set for a sorceress to have is Tal Rasha's Wrappings. Nothing better in my opinion."

How bout items?

"Every sorc has gotta have at least one Stone Of Jordan and any staff or orb that adds a +2 to skills. A popular item is a rune staff called 'Memory."



Ah, who are we kidding? Spells are what make a sorcerer. What do you fire off?

"My favorite spell would have to be Fire Wall. Nothing is better than casting a single spell that creates a wall of fire that spans the entire screen and watching creatures die almost instantly! Fire Wall destroys most of my opponents in one casting. If there happens to be a few left over, a shot or two of Chain Lightning makes quick work of them, with Thunder Storm picking off anything that happens to survive."

THU

1611 Shakespeare's "The Tempest" premiered. Relive Magic's Tempest expansion at www.wizards.com/

FRI "The One," starring Jet Li, premieres. Find out more

at. www.netasia.net/ users/sgc_wdi/ Index.htm.



1959 Dolph Lundgren ("The Punisher") born. Check

out the Punisher's war journal at jump.to/ punisherwarpage.



1862 Richard Gatling patented the gatling gun.

Use it in Quake II & III. Don't own 'ern vet? Download the demos at www.planetquake.com



MON

1935 Parker Brothers launched Monopoly, Try

Magic/expert/Tempest/Tempest.asp

super-powered alternate Manapoly rules at www.cs.jhu.[.

edu/~weiss/ powersmonop.html.



TUE

1914 Jonathan -Harris ("Lost in Space") born, Help Dr. Smith

insult the robot at members.ozemail.com.au/~artyzac / htmls/smith.html.



WED

SAT

1932 First broadcast of "Buck Rogers" on CBS

radio. Read all about it at www.buckrogers.com



THU

1895 X-rays discovered. Could "X: The Man With the X-Ray Eyes" be the next Tim Burton

film? www.corona.bc.ca/films/ details/x-rayeyes.html

FRI

1983 Amsterdam brewer Freddie Heineken kidnapped. That reminds us of the greatest beverage of 'em all.

SAT

1969 "Sesame Street" premiered on PBS-TV. Investigate a muppet criminal mastermind at www. portalofevil.com/bertisevil.



SUN

1923 Eternal flame lit for Tomb of Unknown Soldier. Follow the comic book character, The Unknown Soldier, at www.geoci ties.

com/the time trust 2000 /dcwar/unknown.htm.



MON 1910 First movie stunt filmed, as a man jumps from a burning balloon into the Hudson River. Watch the ultimate stuntman

at www.jackiechan.com/ multimedia/videos



TUE

Metal Gear Solid II due out for PlayStation 2. Need a

refresher of the first Metal Gear Solid? gamespot.com

www.mountaindew.com



WED

1910 The first airplane flight from the deck of a ship. See the evolution of American

air and sea power at www.intrepid museum.com

THU

1932 Walt Disney Art School founded. Enroll at Disney University today. disney.go.

com/disneycareers



FRI

Harry Potter makes his big-screen debut. Master the CCG, then head to the theater.

www.wizards.com/ harrypotter



BioWare sues publisher

NEVERVINTER NIGHTS NOT AFFECTED

espite a lawsuit against the game's intended publisher, BioWare still plans to release Neverwinter Nights this winter. "Neverwinter Nights is shaping up nicely, and Star Wars: Knights of the Old Republic-a joint project with LucasArts-is also progressing according to plan," BioWare Communications Manager Brad Grier said. "As for NwN's ship date: it's unchanged. We're work-

ing toward winter."

The potential turmoil surrounding Neverwinter, BioWare's Dungeons & Dragons-based massively multiplayer online game, comes after the Canadian company sued its publisher, Interplay MEVERWINTER NIGHTS Entertainment Corp., for two alleged

breaches of contract.

The move is relevant to gamers because Interplay, which published BioWare's wildly popular Baldur's Gate titles, was slated to publish Neverwinter Nights.

It's unclear whether the companies still will work together now. Grier said he couldn't comment further, citing legal restrictions.

■ Steve Frohnhoefer

RETROPEV

DUSTING OFF A VIDEO GAME CLASSIC

JOUST

This one doesn't lav an egg.

In some kind of futuristic 3-D arena. equipped with floating platforms and a scorching lava pit, you take to the skies in the joust of your life with, uh, um, a flying ostrich.



A flapping ostrich might not sound fearsome, but few earlier video games beat Joust's thrills and spills through the air. Swoop down and collect eggs for points while playing chicken with incoming enemy lancers. Like a mad cannonball diver splashing into a pool, the ultimate thrill came from dropping out of the sky and squatting on your opponent's head for the kill.

Give yourself an hour, and you'll find it's hard to guit this game cold turkey.
Mike Searle

SAT The new Justice League cartoon premieres on Cartoon Network, Can't wait? Get a sneak peak at wf.toonzone.net.

SUN

1962 Kirk Hammett of Metallica born. What's the band up to these days?

www.metallica.com

MON

1928 First issue of Time went on sale. Take a tour

through the 20th century. www.time.com



1945 The Nuremberg War Crime Trials began. Defeat the Nazis by downloading the Return to Castle Wolfenstein beta.

www.activision.com



WED 1871 The first human cannonball, Emilio Onra, is shot out of a circus cannon. Find out how they do it at www.straight

dope.com/classics/a4_069.html.

THU

1921 Rodney Dangerfield born. Get some respect while reliving "Caddyshack,"

www.bushwood.net/ shack/ shackcen tral.htm



FRI 1887 Classic horror star Boris Karloff born, Discover

his life and film history at www.psychotronic.com /archive/ boris.htm.



SAT 1847 Pracula author Bram Stoker born, Preview the new Vampire: The Masquerade comic

book at www.white-wolf.com.

SUN

1973 The maximum speed limit in the U.S. reduced to 55 m.p.h. Thank God that's changed. Download the Need for Speed demo at www.needforspeed.com.

MOM

1919 Sci-fi author Frederik Pohl (Man Plus) born. Read

an interview at www.locusmag.com /2000/Issues/10/Pohl.html.

TUE

1940 Bruce Lee born. Watch some of the most

fantastic real-life martial arts moves ever captured on film at www.bilang.com.



WED 1997 Final episode of 28 "Beavis & Butt-Head" aired on MTV. Don't fret, the bungholes'

ities.com/Hollywood /9362/beavis.html



THU

1897 The first motorcycle race took place in England. Download the Moto Racer 2 demo at

www.stancill.com/ motoracer2.htm and head for the finish line vourself!



FRI 1955 Kevin Conroy ("Batmany The Animated Series") born. Experience the sites and sounds of Gotham City at www.gothamcityusa.comd.



FRACKING TRENDS IN THE CCG INDUSTRY

Odyssey-ing Is Believing by Jeremy Smith

o long, rebels. See ya, Blastoderm. You've been replaced. The yearly rotation of Standard tournament-legal sets has arrived, and swept away Mercadian Masques, Nemesis and Prophecy. Odyssey is in, with new mechanics that give Invasion Block and Seventh Edition cards new ways to interact with the Magic universe. And now that Odyssey's been out a month, players are getting a better idea of what's hot and what's not.

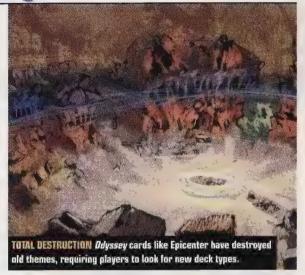
CONTROLLING INTEREST

Following in the footsteps of hot Invasion Block decks like Domain and Go-Mar, players are snapping up other core cards for control decks. Card advantage machine Shadowmage Infiltrator (\$12, median), Jon Finkel's addition to the awesome line of Magic Invitational cards, is the hottest card on the market. With a supporting cast of cards like Duress, Recoil, Thieving Magpie and Undermine (\$13), the Infiltrator will be a huge force in the new Standard.

Traumatize (\$9) is a great addition to Millstone-like (\$4) strategies, and Iridescent Angel (\$8) is the closest thing we've seen to Morphling (\$13) since, well, Morphling. Divert (\$7), Extract (\$6) and Aegis Of Honor (\$4) also add new ways to hold down the fort for control decks, especially against uncounterable spells like Urza's Rage (\$16).

But it's not all about control in the new set. Tons of cards for beatdown decks are proving popular, too. The monstrous Krosan Beast (\$5), Savage Firecat (\$4) and the incredibly efficient Call Of The Herd (\$5) are already finding their places in neo-Fires and other high-powered decks as replacements for Blastoderm and Saproling Burst (\$5). They've got backup, too, with the boardclearing Epicenter (\$7) and handy anti-control sideboard cards Spellbane Centaur (\$3) and Molten Influence (\$5).

White weenie decks also have gained new tools to pick up where rebels left off. Divine Sacrament (\$4), the newest version



of Crusade (\$4), beefs up entire armies, as does the legendary Pianna, Nomad Captain (\$2.50). While it's not as good as Wrath Of God (\$7), Kirtar's Wrath (\$3.50) is popping up in the occasional threshold-based deck. Finally, in white, Mystic Crusader (\$5) is already making a big showing in sideboards and even some main decks.

BUSINESS CASUAL

Casual players have had more to say about Odyssey's market than with many other sets. The obligatory huge creatures like Vampiric Dragon (\$6), Wayward Angel (\$4) and Repentant Vampire (\$6) are trading like crazy, while theme-deck stars Nut Collector (\$4), Squirrel Mob (\$3.50) and Atogatog (\$2.50) are finding their niches in the Magic market. And Mirari (\$11) isn't just the noise a cat makes when it's caught in the washing machine; the legendary artifact and new Fork (\$10) has become one hot-ass commodity.

LOOK AT THEM, THEY'RE THE DCI

The Arena and Friday Night Magic programs have proven wildly successful over the years, in no small part due to the cool promotional DCI foils given out as prizes. Lots of really nifty ones have come out over the last few months, including Jackal Pup (\$8), Quirion Ranger (\$11) and Empyrial Armor (\$8). Arena participants also received one card from a cycle of foil Ice Age lands (\$2.50 each).

A few other promo foils have made waves too. Judges recently got a foil Oath Of Druids (\$55) as a thank-you for their help in high-level tournaments. And the Deckmasters gift set includes foil versions of Necropotence (\$8), Lhurgoyf (\$4), Icy Manipulator (\$7) and Incinerate (\$6).



9. Rifts

10. 7th Sea

in other

Promo Stars

As Dragon Ball Z gears up for next month's Cell Saga launch, Androids Saga still lights up the charts. Nearly all of the androids in the set jumped in price again this month, with Android 17 (\$8, median), Android 18 (\$10), Android 19 (\$7) and Android 20 (\$7) all moving up. Tien, The Watcher (\$7) and Yamcha Is There (\$7) also are proving hot, as is ultra-rare The Hero Is Down (\$50).

But it's not the regular cards that have garnered the most attention recently. A very limited number of promotional cards worked their way ahead of time into a few booster packs of Androids Saga. Namekian's Strike (\$50), eventually will be given out to the game's Collector's Club. Line Up (\$50), and Team Work Kamehameha (\$50) will be given out in Dragon Ball Z league play. Finally, Fatherly Advice (\$55), which gives you wide energy-searching capabilities, recently was given to the game's judges.

One Ring to Rule Them All

In case you've been hiding under a rock for the past year, the Lord of the Rings CCG debuts this month. Nearly every major character in "The Fellowship of the Ring" appears in the new set, the first of nine based on the three Rings movies. Many have two versions of differing rarities, and the rare versions of Frodo, Gandalf, Sam, Aragorn and Legolas look to be the chase cards in the set.

Gandalf and Aragorn also have foil versions available only in starter decks. Each other card in the set also has a parallel foil version randomly inserted into the common slots of some packs. Several other characters each have only one version, but allies, companions and minions like Arwen, Bilbo, Elrond, Galadriel, Lurtz and the Witch-king of Angmar will definitely heat up the market.

Numerous magical possessions and artifacts should be hot too, with Glamdring, Sting, Thror's Map, Bow Of The Galadhrim and Aragorn's Bow showing the most promise. Events and conditions such as A Wizard Is Never Late, Stone Trolls and Desperate Defense Of The Ring each have powerful effects on the game.

Jeremy Smith (jeremy@smith.net) recently won an Odyssey tournament after charming the other players with his beauty and magical voice.

BIGMOVE

The card market's most significant UPs & DOWNS

T BLOCK MORE



With all of the new nonbasic lands out there, players need a way to stop them before they get their majo workin'. Type 1 players have found their panacea in Blood Moon, mullifying everything that isn't red. It doubled this month from \$2 to \$4.

2 MIRLIO VALVE

This throwback gives threshold players a huge boost for a bargain cost. Collectors are snapping up the original Weatherlight version now, bumping it by leaps and bounds from \$2 to \$4-not bad for an uncommon from a long-departed set.

I EMIÉMII

It's the symbol of the Odyssey expansion and is featured in the way-cool promotional online CGI Odyssey movie (www.magicodyssey.com). It's up twice its own price, hopping up from \$6 last month all the way to \$11 this month.

4 men ma

Every guy needs a booby or two in his life, so what better way to catch them than with Booby Trap? Collectors this month felt the urge to bid up its price from \$3.50 to \$6. We guess they just couldn't wait to get their hands on them.

5 fores

Extended control decks have a phat new way to draw cards with Shadowmage Infiltrator, making Forbid even better. He'll help set up a quick lock on the game with this combo. It's no surprise that Forbid jumped from \$1.25 to \$2.

1 THOUGHT DEVOURER



We wonder if our pages last month listing the Devourer as the fourth hest Odyssey card were stuck together. Maybe it'll pick up in value in time, but this month, it dropped a whopping 71 percent, from \$7 to \$2.

2 FBIL WASH OUT

Decks have become more color-diverse since the days of mono-white rebels and Blue Skies, Cards like Wash Out have taken a hit, since they're less useful against multicolored decks. The foil version slipped, from \$8 to \$4 this month.

FOIL MAGEST THE LIDIV

He ruled the board a year ago, but the fact of the matter is that cards that leave Standard take a big hit right off the bat. Mageta's foil fell by 47 percent, from \$15 to \$8. Now he can only hope to make the occasional stop in Extended.

4 FOR BATTLEFIELD FENGE

The painlands are amazing, no doubt. But foils will drop in time no matter how hot the card. The Apocalypse lands started high; they were bound to fall more than the average card. The fuil Forge went down to \$15 from \$28.

🏭 ROIL HISHADAN PORT

No card had more of an impact on Standard for the last two years than Rishadan Port. With the rotation, it's taken a harder hit than just about everything else, with the foil falling a gigantic \$20 from \$45 to \$25. We say, good riddence.

MAGIC

What's hot? With the microchips we've implanted in every Magic card, you've told us. These are the cards burning up the binders and cash registers of fans and retailers all over the world.



SET: Odvssev ARTIST: Rick Farrell

He's arquably the best Magic player on the planet, and Jon Finkel's contribution to Odyssey is just as good as he is. It's a great follow-up to the likes of Avalanche Riders, Rootwater Thief and Meddling Mage. With the ability to draw a card while dealing damage past nearly any creature defense, he's a lock for every blue/black deck.



SET: Odyssey

ARTIST: Greq Staples

Losing half your mind can be quite traumatic, we'd guess, though you'd probably never know that it happened. Either way, the devastating power of Odyssey's Traumatize has boosted it all the way to the number two slot on our chart this month. For five mana, nuking half your opponent's library or gaining instant threshold for yourself is a hard deal to pass up.



3 MIRARI

SET: Odyssev

ARTIST: Donato Giancola

Yeah, we don't like copycats either, but Mirari's the exception to the rule. The initial investment of five mana is expensive, but the chance to Fork spells repeatedly is great. It's a must-have if you collect story-based cards. Don't even ask what happens when you use it with Divert.



4 IRIDESCENT ANGEL

SET: Odyssey

ARTIST: Matt Cavotta

"You're our ay-ay-ay-angel, come and save us tonight." Okay, our singing leaves a lot to be desired when compared to Aerosmith. But the glowing gal leaves nothing to be desired; she's got it all. Flying, huge and nearly unkillable, she'll be saving lots of us tonight—and every night.



SET: Apocalypse

ARTIST: Brian Snoddy

New set or no, some cards are still just as good as they were several months ago. And as the rumors go, it's true that destroying any permanent for three mana is still a great deal. Since Vindicate does just that, it's no shock that it's maintained its hold on our list.



SET: Odvssev

ARTIST: Arnie Swekel

And we all thought Jester's Cap was a bad mutha. Enter Haunting Echoes, which cleans out graveyards and libraries of tons of nasty cards all in one fell swoop. Players had better rethink the four-of-a-card strategy or they'll never hear the end of it from this card.



7 BIRDS OF PARADISE

SET: Seventh Edition

ARTIST: Ed Beard Jr.

With Masques Block gone, Invasion Block will take center stage more than before. And with color diversity comes cards like the Birds, which fit into every green deck. True, they dropped six spots this month, but the fact that they still make the list shows their true worth.



8 SPIRITMONGER

SET: Apocalypse

ARTIST: Glen Angus

Fat's where it's at with this beast. No matter how you look at it, a 6/6 with three great abilities and no drawbacks for five mana is a great deal. The 'Monger's showing his ugly mug in all sorts of decks, from Dark Fires to heavy-control black/green/blue Invasion Block decks.



9 DIVERT

SET: Odvssev

ARTIST: Christopher Moeller

Misdirection is gone, but Divert's just as good and doesn't cost you an extra card. It serves as cheap defense against loads of spells and will easily turn away counterspells from their intended targets. The card might as well read, "Target Urza's Rage now costs you 14 mana, bee-yatch!"



10 VAMPIRIC DRA

SET: Odvssev

ARTIST: Gary Ruddell

We've heard that dragons are popular among gamers—vampires, too. These might be unfounded rumors, but at least it explains why Vampiric Dragon rounds out this month's Top 10. That's almost as great as our chocolate falling into your peanut butter.

NETPRO

INQUEST GAMER surfs the Internet for bargain buys and outrageous items

AFRAID OF THE D

By and large, The Dark is generally regarded among the lower tiers of Magic-dom by professional players and casual fans alike, However, even gamers have their hearts in the right places. One charitable soul stood up and took a bullet, spending \$16.50 for a single booster at auction. The money went toward charities for the September 11 tragedy.





A long time ago, in a galaxy far, far away, the resident alien of "Star Wars" was Yoda. Now. we're stuck with that crappy "Meesa so stoopid" Jar Jar character. However. there are those wise Jedi among us who remain true to the old religion.

Some lucky lightsaber lugger picked up this 1997 Yoda Christmas ornament for a mere \$26.50.



In The Lord of the Rings, Gandalf's blade was Glamdring, the Foe Hammer. It was an elven blade he took from the loot of some trolls in The Hobbit. And now for a mere \$900 you could own the fabled blade-or at least, a reasonable facsimile. Of course, if slaying orcs and battling balrogs isn't your thing or if you're about 890 bucks short try...



...Glamdring the puzzle! Okay, it's really a puzzle of the movie poster from the crap-on-a-cracker animated version of "Lord of the Rings" from the late 1970s. It sold online for \$10. If you're still short on cash, we recommend raiding the silverware drawer. It may not slay dragons, but it'll still cut your cheese-like you need any help with that.

ARTGALLERY

10 INTERVIEWS THE HOTTEST FANTASY ARTISTS

Brom

What would Magic be without its share of the weird and monstrous? Much less if it didn't have the talents of artist Brom at its disposal. The 36-year-old, self-taught painter has dazzled Magic art aficionados with the likes of Oath Of Ghouls. Hatred and his latest masterpiece, Desolation Angel. He says, "I lean toward anything dark or nasty; it's in my bones."



A fan of artists like Frank Frazetta and Norman Rockwell, Brom has created hundreds of fantasy pieces over the years ranging from works for DC Comics to films like "Sleepy Hollow." Brom's start was unusual; he airbrushed T-shirts in high school and painted a Coca-Cola cup as his first professional piece. He laughs about it now. "Pretty boring, huh?" He's still wildly successful, commanding between \$1,000 and \$10,000 per painting. Check out his works for sale at his website, (www.BromArt.com). ■ Jeremy Smith



Wanna know how much your Vizzerdrix goes for? This guide can tell va that and more.

Most of the prices in the guide reflect cards that are in Near Mint to Mint condition. However, many older cards, particularly Magic's Alpha, Beta, Unlimited and Arabian Nights, rarely sell in true Mint condition. The prices for these cards reflect a slight downgrade in condition.

CCGs are arranged in the order of oldest set to most recent release. Within each CCG, set breakdowns are priced for commons, uncommons, rares and/or foils. Please refer to the key on the bottom of each left-hand page for abbreviation descriptions and color breakdowns.

You'll notice some card listings have color bars around them. Green means it's risen in value; red, fallen in value; blue, new CCG and/or card listing; and vellow indicates heavy trading activity, yet no change in value since last issue.

For complete listings and prices for every single Magic card, check out wizardworld.com.

BADE

GEM MINT: A perfect card in every which way. No discolpration, marks or flaws whatsoever. Sells for multiples of the value listed in this guide.

NEAR MINT/ MINT: Appears almost Gem Mint, but with one minor flaw, such as a small ding or minor stress line that does not affect color.

EX-MINT: Minor defect such as a corner crease or a minor color-cracked stress line. Cards that fall under this category are 70%-80% of guide price.

GOOD: Multiple defects such as slight creases, minor flaking and fading colors. Still maintains a decent color gloss. Cards that fall under this category are 30%-40% of guide price.

POOR: Major and multiple defects detected. Defects such as major stress lines, multiple creases, torn areas, writing on card, stains and/or faded colors. Cards that fall under this category may fetch 10% of guide price at most.

LOW: Card prices on the lower side of the national average. Usually, these prices signify a really good bargain; Some might call it a steal.

MEDIAN: Card prices in the middle of the national average. What you can expect to pay in the majority of gaming stores and online.

HIGH: Card prices on the higher side of the national average. Though more expensive than the average, these prices might be the norm in your area, or even cheaper than another part of the country.

PARITY LOW MEDIAN HIGH

RARI	TY LOW	MEDIAN	HIGH					
ALPHA LIMITED								
VIZARDS OF THE COAST-1993 Cards have black borders.								
ards have black borders.								
			pared	-				
ipina cards have rounder (a pen betta cards) uil Set (290 cards) coaster Pack (15 cards) coaster Box (36 packs) tarter Box (10 decks) tarter Box (10 decks) inisted Commons inisted Commons	0000.00	rinno no	4050 00	1				
ull Set (290 cards)	3800.00	115.00	4250.00 200.00					
ooster Pack (10 carus)	3200.00	3400.00	3700.00					
tarter Deck (60 cards)	210.00	225.00	300.00					
tarter Box (10 decks)	1800.00	2000.00	2500.00	1				
Inlisted Uncommons	2.00	3.00	4.00	1				
Inlisted Commons	.75	1,00 100 of Bod	1.50	Н				
mustea Alpina arrors are w	vorui 120	yo or ner	a value.					
O Animate WallR	5.00	7.00	9,00	1				
Ankh of MishraR ArmageddonR Aspect of WolfR Bad MoonR	0.00	12.00	16.00	1				
O ArmageddonR	20.00	30.00	40,00	1				
Aspect of WolfK	6.00 14.00	8.00 20.00	10.00 25.00					
Padlands R	35.00	45.00	55.00	: 1				
Badlands R D Balance R Bayou R Berserk U	30.00	35.00	40.00					
Bayou	35.00	45.00	55.00	1				
BerserkU	25.00	30.00	40.00	;				
Birds of ParadiseR	65.00 5.00	75.00 7.00	95.00 9.00					
Black KnightU	250.00	365.00	450.00	1				
Black Lotus R Black Vise U Blaze of Glory R	4.00		450.00 9.00					
D Blaze of Glory R D Blazesing R Braingeyser R Camouflage U Chaos Orb R	15.00	20.00	35.00	1				
D BlessingR	6.00	8.00	11.00	i				
BraingeyserR	20.00 4.00	27.00 5.00	34.00 7.00	1				
Change Orb P	50.00	60.00	80.00					
ChansiaceR	4.00	6.00	8.00					
Chaosiace	5.00		10.00	ŧ.				
Clone	8,00		13.00	į,				
CockatriceR	7.00	10.00 6.00	13.00 8.00	1				
Contract from BelowN	4.00		6.00					
Control Magic U Conversion U Copper Tablet U Copy Artifact R Counterspell U Crystale R	4.00		6.00					
Copper Tablet	3.00		6.00	:				
Copy ArtifactR	10.00		25.00	1				
Dounterspell	0.00		14.00	:				
Crusade	15,00 35,00		25.00 55.00					
Dark RitualC	4.00		6.00	1				
Darkpact	6.00		10.00	:				
Darkpact	4.00		8,00	:				
Demonic AttorneyR Demonic HordesR	8.00	12.00	20.00	1				
Demonic HordesR	10.00		20.00	,				
Dimone Fon R	6.00		10.00	:				
Demonic TutorU Dingus EggR DisenchantC DisintegrateC	2.00	3.00	5.00	-				
DisintegrateC	1.50	2.50	3.50	:				
Disrupting ScepterR Dragon WhelpU	12.00	15.00	18.00	;				
Dragon WhelpU	3.00	4.00 7.00	5.00 10.00	1				
Drain Power R Dwarven Dem. Team U Earthquake R Elvish Archers R	4.00	5.00	6.00	1				
EarthquakeR	8.00	15.00	20.00	i				
Elvish Archers R	6.00	12.00	16.00	:				
False Orders C Farmstead R Fastbond R	2.00		4.00	i				
O FarmsteadR	5.00 8.00		10.00 13.00	1				
Fireball	2.00			:				
Fireball	18.00							
ForcefieldR	70.00	85.00	100.00	:				
■ ForkR	25.00	35,00	45.00	:				
Fungusaur	6.00			:				
Gaea's LiegeR	6.00			:				
Gauntlet of MightR	3.00							
Gloom U Goblin King R Granite Gargoyle R Helm of Chatzuk R	7.00	10.00	13.00	:				
Granite GargoyleR	8.00	12.00	16.00	:				
Helm of ChatzukR	4.00		8.00	:				
Howling MineR	20.00	30.00	40.00	:				

			HARH	LUM	MEUIAN	nrug
	AN.	Kormus Bell	D	5.00	8.00	10.00
	-	VOLUME DESI			0.00	
	-	Kudzu	К	4.00	6.00	8.00
		Kudzu Lich. Lirdnace Lightning Bolt. Lightning Bolt. Lightning Bolt. Linnowar Elves Lanowar Elves Lanowar Elves Lanowar Elves Lanowar Elves Lanowar Elves Lard of Atlantis Lord of the Pit Magical Hack Mahamoti Djinn Mana Flare Mana Vault Mana Short Manabarots Meekstone	R	28.00	35.00	50.00
	Ξ	Lifelana	D	5.00	7.00	8.00
	Ψ.	Lifelace			1.00	
	•	Lightning Bolt	ا	4.50	6.00	0.00
	4	Living Artifact	. R	3.00	6.00	9.00
	Ξ	Civiling Partition Contract	6	4.00	8.00	8.00
	•	Living Lands			0,00	6.00
		Llanowar Flyes	C	4.00	6.00	7.00
	300	Lord of Atlantic	D	12.00	10.00	24.00
	-684	LUIG DI ADMINIS	71	12.00	10.00	
	•	Lord of the Pit	лК	12.00	18.00 16.00 8.00	24.00
	Ø.	Manical Hack	.R	5.00	8.00	12.00
	ath	Mahamati Diina	D	13.00	18.00	25.00
	-550	manamou ujinii				
		Mana Flare	R	8.00	13.00	18.00
	15%	Mann Short	R	8.00	10.00	14.00
	- min-	Mana Unott	n	9.00	12.00	18.00
		Mana Yautt	K	8.00	12.00	
:		Manabarbs	R	10.00	13.00	17.00
	ā	Meekstone	Ð	7.00	9.00	12.00
	Ξ	MIDGRALUITS				
		Meekstone. Mind Twist. Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Ruby Mox Sapphire Natural Selection	лк	15.00	25.00	35.00
:	100	Mox Emerald	R	160.00	190.00	220.00
	-	May lot	D	160.00	190.00	220.00
	7	MUX JEL	n	100.00	100.00	
	-	Mox Pearl	К	160.00	190.00	220.00
	46	Mny Ruhy	R	160.00	190.00	220.00
	Ξ	Hav Panahan	D	160.00	190.00	230.00
	-	Mox Sapphre Natural Selection Nether Shadow Nevinyrral's Disk Nightmare Northern Paladin Orcish Artillery	К			230.00
		Natural Selection	R	0.00	15.00	20.00
	•	Nathar Chadma	B	5.00	8.00	10.00 50.00
:	_	HERIEI OHADDA			00.00	FD.00
ř	-	Nevinyrral's Disk	K	25.00	35.00	20.00
:		Nightmane	R	14.00	20.00	27.00
:	5	Mosthow Daladia	D	7.00	10.00	12.00
	0	MOLDIALD LYMPRO				
:		Orcish Artillery	U	4.00	7.00	10.00
		Orciel Oriflamme	H	6.00	8.00	10.00
•	~	Damanal Incomption		5.00	9.00	15.00
	\cup	Personal incarnation	IK	0.00	5.00	13.00
	卷	Pirate Ship	R	4.00	7.00	10.00
:	-	Distant	R	35.00	45.00	55.00
1	=	orcish Artillery Orcish Oriflamme. Personal Incarnation Pirate Ship Plateau Power Surge Psionic Blast Purelace Raging River Regrowth Reverse Damage Pinhteniceses			8.00	10.00
:		Power Surge	к	5.00		10.00
÷	66	Psionic Blast	U	12.00	16.00	30.00
	Ò	Dumlage	Ð	4.00	6.00	8.00
1	9	Tutelauc		15.00	25.00	25.00
		Raging River	к			35.00
A	-	Regrowth	Ц	7.00	11.00	14.00
:	~	Damana Damana		4.00	6.00	9.00
:	\mathbf{v}	Keastas natuaña · ·	<u>n</u>			
÷	-0	Righteousness	R	5.00	8.00	9.00
:	-	Por of Khar Ridge	R	5.00	8.00	10.00
i	-	Deal Hades Mageo		8.00	12.00	17.00
:	-	ROCK HYDIA	л	0.00	1200	11.00
:		Royal Assassin	R	15.00	25.00	35.00
:	-	Cauannah	Ð	35.0D	45.00	55.00
i	=	Gavannan				
÷	O	Savannah Lions		7.00	11.00	16.00
:		Scrubland	R	35.00	45.00 9.00	55.00 12.00
:	-	Codeo Troil	D	6.00	0.00	12.00
:	-	seage iron			3.00	12.00
:		Sengir Vampire	U	9.00	12.00	14.00
Ē	0	Reverse Damage Righteousness Roc of Kher Ridges Rock Hydra Royal Assassin Savannah Savannah Lions Scrubland Sedge Troli Sengir Vampire Serra Angel Shivan Dragon	- 11	25.00	36,00	50.00
i	~	Shivan Dragon Sinkhole Sleight of Mind Smoke		35.00	45.00	80.00
ŕ		Shivan Dragon	R	33.00		
:		Sinkhole	C	9.00	13.00	17.00
i	85	Slaight of Mind	R	5.00	7.00	10.00
į	de	Overland or manu	8	4.00		
ï		Smoke	m. K		6.00	8.00
:				14.00	21.00	30.00
2	do	Chanin	D	10.00	14.00	18,00
:	90	Stasis Sunglasaes of Urzn Swords to Plawshar Taiga The Uise	7			
:	-	Sunglasses of Urza	ж	5.00	7.00	9.00
:	0	Swords to Plawshar	nes U	6.00	8.00	12.00
ŧ	-	Taine	D	40.00	50.00	60.00
i	-	THE DESCRIPTION OF THE PERSON	erroll.			
:	-	The Hive	K	6.00	8.00	10.00
:	#3	The Hive	R	4.00	6.00	8.00
:		Timber Webse	0	4.00	6.00	8.00
÷		Timber wowes	К		0.00	
1		Time Vault	R	35.00	50.00	70.00
:	di	Time Walk	R	180.00	200.00	230.00
:					130.00	160.00
:	0	Ilmetwister	К	110.00	130.00	100.00
ŝ		Tropical Island	R	35.00	45.00	55.00
:		Tundra	R	40.00	50.00	60.00
	-	T. D. L. D.				
:		rwo-Headed Glant	K	30.00	40.00	50.00
:		Two-Headed Giant Underground Sea .	R	35.00	45.00	55.00
ğ	p	Verduran Enchantre Vesuvan Doppelgang Veteran Bodyguard Volcanic Eruption Warp Artifact Web	or D	8.00	8.00	10.00
:	-	retuuran Enchantre	71 60		0.00	
	-	vesuvan Doppelgang	ger R	20.00	30.00	40.00
:	0	Veteran Bodyouard	R	7.00	10.00	13.00
:	100	Valennie Cousties	D	4.00	6.00	8.00
ŝ	-89	vuicanic crupuott	Hiere		3.00	0.00
;		Warp Artifact	R	5.00	7.00	9.00
Í		Web	R	6.00	8.00	10.00
:	-	Wheel of Fortun-	D	20.00	30.00	35.00
:		system of Fortune		DULL	30.00	7.00
1	C	White Knight Will-O'-The-Wisp		3.00	5.00	7.00
÷		Will-O'-The-Misn	R	7.00	12.00	17.00
:	4	165mto Deb	D		20.00	30.00
				10.00		30.00
		Word of Command Wrath of God	R	25.00 35.00	35.00	45.00
Ē	0	Wrath of God	D	35.00	45.00	55.00
:	2	Zambia Parter		7.00	9.00	
:		Lomoie Master ,	К	1.00	8.00	11.00
2						

RARITY LOW MEDIAN HIGH

MAGIC DATA

10.00 20.00 30.00

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4.00 8.00 11.00

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Hypnotic Specter

lcy Manipulator

Illusionary Mask

Island Sanctuary

Jayemdae Tome

Jugoernaut

Jade Monolith

Jade Statue

ice Storn

C-COMMON U-UNCOMMON R-RARE

● ARTIFACT ● BLACK ◎ BLUE ◎ GOLD ● GREEN ● RED ○ WHITE ● LAND

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

RARITY LOW MEDIAN HIGH BETA LIMITED WIZARDS OF THE COAST-1993 Beta cards are black-bordered. Full Set (292 cards) 4200.00 4500.00 5000.00 Booster Pack (15 cards) ... 120.00 170.00 200.00 Beoster Box (36 packs) ... 3300.00 3500.00 3700.00 250.00 300.00 350.00 Starter Deck (60 cards) ... Starter Box (10 decks) ... 2000.00 2500.00 2800.00 Unlisted Uncommons 2.00 Unlisted Commons 1.50 .75 1.00 Air Elemental ... U Ancestral Recall ... R Animate Wall ... R Ankh of Mishra ... R 500 3.00 4.00 150.00 180.00 210.00 5.00 700 10.00 ArmageddonR Aspect of WolfR 40.00 30.00 50.00 6.00 9.00 12 00 30.00 40.00 35.00 55.00 70.00 O Balanco R 35.00 Bayou R 40.00 Berserk U 30.00 Birds of Panalise R 65.00 55.00 70.00 95 00 100 DO | Binds of Panalises | R | 65.00 | | Black Kinght | U | 6.00 | | Black Letus | R | 350.00 | | Black Vise | U | 7.00 | | Blaze ar Glary | R | 15.00 | | Blaze ar Glary | R | 15.00 | | Blaze ar Glary | R | 15.00 | | Braingeyer | R | 18.00 | | Camouflage | U | 4.00 | | Channel | 10.00 550.00 450.00 17.00 20,00 9.00 12 00 45.00 28.00 4.00 5.00 5.00 750 7.00 ChannelU Chaos OrbR 40.00 55.00 70.00 10.00 Clockwork BeestR 8.00 10.00 13.00 13.00 10.00 700 6.00 7.00 7.00 10.00 9.00 Control Magic U 4.00 2.00 5.00 3.00 6.60 5.00 7.00 3.00 Copy ArtifactR CounterspellU 30.00 14.00 19.00 25.00 Counterspell U Crusade R Cyclopean Tomb R Dark Ritual C Darkpact R Deathlace R 20.00 30.00 45.00 45.00 60.00 35.00 3.00 5.00 5.00 7.00 7.00 5.00 9.00 Demonic Attorney ... R Damonic Hordes ... R Demonic Florides ... R Demonic Florides ... R Dingus Egg ... R Dissenchant ... C 9.00 6.00 12 00 22.00 28.00 22.00 32.00 6.00 8.00 10.00 5.00 6.00 4.00 Disintegrate 1.00 20.00 6.00 2.50 15.00 25.00 Dragon Whelp. UU Drain Life C Drain Power R Earthquako R Exish Archers R False Orders C Farmstead R 7.00 1.50 3.50 8.00 10.00 12.00 20.00 25.00 15.00 10.00 1.50 2.50 O FarmsteadR 6.00 8.00 22.00 11,00 14.00 4 00 5.00 6.00 20.00 30.00 ForcefieldR 75.00 90.00 120 00 49.90 10.00 50.00 700 18.00 105.00 60.00 75.00 4.00 5.00 Gloom U Goblin King R Granite Bargoyle R Heim of Chatzuk R Howing Mine R Hurricane U Hypnotic Specter U 3.00 7.00 10.00 15.00 15.00 4.00 5.00 8.00 30.00 40.00 3.00 4.00 5.00 17.00 25.00 Hypnotic Specier U les Storm U ley Manipulator U liusionary Mask U Invisibility C Sistand Sanctuary R 22.00 10.00 16.00 35.00 25.00 20.00 45.00 40.00 15.00 3.00 4.00 2.00 Jade Monolith R Jade Statue U 9.00 12.00 12.00 36.00 8.00 Jayemdae Tome R 15.00 Juggernaut U 7.00 27 00 10.00 13.00 Keidon WarlordU Kormus BellR 5.00 4.00 8.00 7.00 8.00 8.00 KudzuR LichR 5.00 40.00 30.00 50.00 Lifelace R Lightning Bolt C Living Artifact R Living Lands R Living Lands R Lond of Atlantis R Lord of the Pit R 6.00 6.00 9.00 13.00 3.00 5.00 6.00 8.00 4.00 8.00 11.00 22 00 30.00 38.00 25.00 5.00 15.00 35.00

RARI	Y LOW	MEDIAN	HIGH
ManabarbsR	11.00 7,00	14.00 10.00	17.00 13.00
MeekstoneR Mind TwistR	35.00	40.00	45.00
Mox EmeraldR	170.00	210.00 210.00	250.00 250.00
Mox JetR Mox PearlR	170.00 170.00	210.00	250.00
Mox RubyR	170.00	210.00	250.00
Mox Ruby	170.00 12.00	220.00 17.00	270.00 25.00
Natural Selection R Nether Shadow R	9.00	15.00	24.00
Mevinyeral's Disk R	30.00	55.00	70.00
Nightmare R Northern Paladin R Personal Incornation R	20.00 7.00	30.00	40.00 12.00
		12.00	16.00
Pirate Ship	5.00 40.00	8.00 55.00	11.00 70.00
Power SurgeR	10.00	12.00	16.00
Predigal Sorcerer C	1.50	2.50	3.50
Psionic BlastU PurelaceR	15,00 4,00	24.00 6.00	28.00 8.00
Raging RiverR RegrowthU	20.00	30.00	40.00
RegrowthU	8.00 6.00	13.00 9.00	16.00 12.00
Roc of Kher Ridges R Rock Hydra	10.00	14.00	20.00
Royal AssassinR SavannahR	15.90	25.00	35.00
Savannah	40.00 7,00	55.00 12.00	70.00 18.00
SavannahR Savannah LionsR ScrublandR	40.00	55.00	70.00
Coring Troll	00.8 00.8	12.00 12.00	15.00 18.00
O Serra Annel	30.00	45.00	60.00
Shivan DragonR	45.00	65.00	80.00 20.00
Sinkhole	10.00	18.00 10.00	14.00
Scrudand R Sedge Troll R Sengir Vampire U Serra Angel U Shivan Dragon R Sinkhole C Sleight of Mind R Smake R	5.00	6.00	8.00
StasisR	14.00 12.00	24.00 16.00	32.00 20.00
Stone RainC	2.00	3.00	4.00
Sunglasses of Urza R	6.00	8.00	10.00 18.00
O Swords to Plowshares U Taiga	10.00 40.00	15.00 55.00	70.00
■ Terror	4.00	5.00	6.00
● The HiveR ● ThoughtlaceR	6.00 5.00	8.00 7.00	10.00
Timber WolvesR Time VaultR	5.00	7.00	9.00
 Time Vault	35,00 180.00	45.00 230.00	60.00 280.00
TimetwisterR	100.00	160.00	200.00
Tropical IslandR	40.00	55.00 85.00	70.00 80.00
TundraR	45.00 3.00	4.00	5.00
Two-Headed Giant R	30.00	35.00	45.00
 Underground SeaR Unholy StrengthC 	45.00 3,00	85.00 4.00	80.00 5.00
Verduran Enchantress R	10.00	16.00	22.00
 Vesuvan Doppelganger R 	30.00 9.00	40.00 12.00	45.00 15.00
O Veteran BodyguardR Volcanic EruptionR	4.00	7.00	9.00
● Volcanic IslandR ● Warp ArtifactR	40,00	55.00	70.00 10.00
Warp Artifact	5,00 5,00	8.00 7.00	9.00
Wheel of Fortune	19.00	35.00	45.00
O White Knight	10.00	8.00 15.00	14.00 20.00
Winter Orb	18.00	24.00	30.00
Winter Orb Word of Command Wrath of God Zombie Master	30.00	40.00 65.00	55.00 80.00
Tombie Master	50.00 7.00	11.00	13.00
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WIZARDS OF THE CO	AST-19	93	
Cards are white-bordered	but other	wise ide	ntical to
Beta cards.	ววกก กก	2400.00	2600.00
Full Set (292 cards) Booster Pack (15 cards)	90.00	100.00	125.00
Booster Box (36 packs) Starter Deck (60 cards)	2500.00		3500.00 250.00
Starter Box (10 decks)	175.00 1800.00		2500.00
Unlisted Uncommons	1.00	1.50	2.00
Unlisted Commons	.25	.50	1.00
WIZARDS OF THE CO Cards are white-bordered Beta cards. Full Set (292 cards) Booster Pack (16 cards) Booster Pack (16 cards) Booster Box (38 packs) Starter Box (10 decks) Unisted Uncommens Unisted Commons Ancestral Recall Animate Wall Ankh of Mistire Anmeddon	90.00		
O Animate Wall	1.50	4.00 3.00	5.00 5.00
Ankh of Mishra	R 5.00	7.00	10.00

ArmageddonR	5.00	7.00	10.00
Aspect of WolfR	1.50	3.00	5.00
■ Bad MoonR	3.00	5.00	7.00
BadlandsR	10.00	15,00	20.00
BalanceR	4.00	6.00	9.00
BayouR	10.00	14.00	18.00
BerserkU	18.00	25.00	30.00
Birds of Paradise R	13 00	18 00	25 00
Black LotusR	200.00	260.00	320.00
O Blaze of GloryR	8.00	12.00	20.00
O BlessingR	3.00	4.00	6.00
BraingayserR	5.00	7.00	9.00
CamouflageU	3.00	4.00	6.00
Chaps DrbR	40.00	50.00	60.00
ChaoslaceR	1.50	2.50	4.00
Clockwork BeastR	1.50	3.00	5.00
O CloneU	3.00	4.00	5.00
CockstriceR	1.50	3.00	5.00
O Consecrate Land U	2.00	3.00	5.00

This month's biggest selies and most row



FORCE OF WILL

amozina free counterspill has managed to survive all the bannings in Extended, making it the defining card in the format defining card in the format for now. It's got a great supporting cast in the Top 100, too, with the tikes of Divert (#8), Morphing (#68) and Masticore (#75) harking it up. Watah for it in slocks like Danata, Strais and Oath.

3	_		_	_
	\$ET	LOW	MEDIAN	HIGH
1 Shadowmage Infiltrato	r OD	8.00	12.00	15 00
2 Traumatize	00	6.00	9.00	12 00
2 Traumatize	00	700	11 00	15 00
4 Indescent Angel .	.00	6.00	8 00	10.00
5 Vindicate	AP	700	12.00	14.00
5 Vindicate	OD	6 00	8.00	10.00
7 Birds of Paradise .	7	8 00	13.00	1700
8 Spintmonger	AP	8.00	12 00	15 00
9 Bruert	00	4.00	700	10.00
10. Vampiric Dragon 11. Kamahi, Prt Fighter	.00	4.00	6.00	8 00
11 Kamahi Pit Fighter	.00	4 00	6.00	8.00
11 Namani Pri righter 12 Serra Angel 13 Krosan Beast 14 Extract 15 Call of the Herd 16 Pernicious Deed 17 Undermine 18 Mystic Snake 19 Assis of Honor	. 1	4 00	6.00	8 00
13 Krosan Beast	00	3.00	5.00	6.00
14 Extract	00	4.00	6 00	8.00
15 Call of the Herd	.OD	3.00	5.00	6.00
16 Permicious Deed .	AP	5.00	8.00	10.00
17 Undermine	. IN	9 00	13.00	16 00
18 Mystic Snake .	AP	4 00	6 00	9 00
19 Aegis of Honor	OD	2.50	4 00	5.00
20 Molten Influence .	.00	3.00	5 00	6.00
20 Molten Influence . 21 Shrvan Dragon	. 7	5 00	700	12.00
22 Apocatyrise Painland:	s AP	3 00	5.00	700
23 Net Callector	00	2.50	4 00	5.00
23. Nut Collector 24 City of Brass	. 7	4.00	6.00	8 00
25 Wrath of God	7	5.00	700	8.00
26 Coat of Arms .	7	6.00	10.00	13 00
25 Wrath of God 25 Coat of Arms 27 Desciation Angel 28 Urza's Rage	AP	3.00	5.00	8.00
28. Urza's Rade	. IN	10.00	16,00	20.00
29. Wayward Angel	.00	2.50	4.00	6.00 5.00 18.00 6.00
30 June Stretch	.00	2.50	4 00	5.00
31 Absorb	. IN	9.00	13.00	18.00
32 Spectral Lynx	. AP	4 00	5.00	6 00
33. lcy Manipulator	. IA	3.00	5 00	700
34 Devoted Caretaker	.00	2.50	4.00	6.00
33. Icy Manipulator . 34. Devoted Caretaker 35. Utopia Tree	IN	4.00	6.00	8.00
36 Odyssey Fifter Lands	s 0D	2 00	3.50	5.00
37 Mystic Crusader .	. 00	3.00	5.00	6 00
38 Squirrel Mob .	0.0	2 00		5.00
39. Smkhole	IJ.	6.00		12.00
40 Savage Firecat	.00	2.50		5.00
41 Dual Lands .	R	8 00		18 00
42 Lightning Angel	. AP	3 00		700
43 Kirtar's Arath	.00	2.00		5.00
37 Mystic Crusader 38 Squirrei Mob 39 Smikhote 40 Savage Firecat 41 Dual Lands 42 Lightning Angel 43 Kirtar's Wrath 44 Mystic Enforcer 45 Force of Will 45 Remony Litter	.00	3.00		6.00
45. Force of Will	Al	7.00		11.00
46 Demonic Tutor 47 Fork	. R	4 00		7.00
47 Fork	. R	700		15 00
48 Divine Sacrament	.00	2.50		
49 Prophetic Bolt .	. AP	3.00		7.00
47 Fork 48 Divine Sacrament 49 Prophetic Bolt 50 Howling Mine	-1	3 00	5 00	700
		-	The Paris Name	

		SET	LOW	MEDIAN	HIGH
	51 Biack Lotus	U	200.00	260 00	320.00
	51 Brack Lotus 52. The Moxes	.U	110.00	140.00	170.00
	53 Phyrexian Scuta	PS	7.00	9.00	14.00
	54 Void	IN	3.00	5.00	8.00
	55 Sol Ring	U	5 00	700	9.00
	56 Balancing Act .	OD	2.00	3.00	4.00
	57. Braids. Cabal Minion	ûD	3.00	4.00	5.00
	58 Death Grasp	AP	4 00	5.00	7.00
	59 Phyrexian Arena	ΔP	3 00	4.00	6.00
	BU Skizzik	M	2 00	9 00	11 00
	61 Repentant Vampire.	.00	2.00	6.00	4 00
	62 Blazing Specter .	.IN	5.00	7.00	10.00
	63 Reya Dawnbringer	.IN	3.00	5.00	7.00
	64. Time Walk 65 Onm's Chant	U	100 00	130.00	180.00
	65 Onm's Chant	.PS	6 00	8 00	10.00
	S6. Royal Assassin .	4	4.50	6.00	8.00
	67 Doomsday Specter .	PS	3.00	5.00	8.00
	67 Doomsday Specter . 68 Morphling	.US	9.00	13.00	1700
	69 Gravestorm	. UU	4 00	5.00	6.00
	70. Serra Avatar	US	9 00	14 00	1700
	71 Decimate	.00	2.00	3 50	5.00
	72. Deserted Temple .			4.00	4.00
	73. Pianna, Nomad Capta			2.50	3.50
	74 Avatar of Woe	PY	5 00	8.00	11 00
	75. Masticore	. UD	6.00	9.00	15.00
١,	76. Tainted Pact	. 00	2.00	3.00	4 00
	77. Crystal Quarry	.00	2.00	3.00	4.00
Ŋ,	78. Suffocating Blast 79. Pyre Zombie	.AP	3.00	4.00	6.00
1	79. Pyre Zombie	!!!	3.00	5.00	7.00
	80 Ball Lighming 81 Mortivore	. 4	3.00	4.00	6.00
	81 Mortivore	. 00	2.00	3.00	4.00
1	82 Speitbane Centaur	עט.	2.00	3.00	4.00 5.00
	83 Millstone	./	3.00	4.00	
ı	84 Entomb	UD	2.00	3.00	4.00
ı	85. Rishadan Port		700 3.00	4 50	6.00
}	86. Treva the Renewer.	-III	1.50	2 50	3.50
1	87 Seize the Day 88 Bad Moon	עט	3.00	5.00	6.00
)	89 Persuasion	K	2.00	3.00	4.00
)	00 Maddles Mars	20	5.00	7.00	10.00
)	90. Medding Mage	FS	3.00	4.00	6.00
)	91 Penunula wunt .	. AF	3 00	4.00	6.00
)	92 Ungmai raimanus 92 Chana Murm	pe	5.00	8 00	10.00
)	91 Penumbra Wurm 92 Original Painlands 93 Shivan Wurm 94 Berserk	11	18.00	25.00	30.00
,	95 Crusade	. 7	3.00	4.00	5.00
)	96. Elvish Piger	HD		6.00	0.0
)	97 Bearscape	. 00	2.00		4.01
,	98 Karmic Justice	0.0	2.00	3.00	4.0
ו	99 Rith the Awakener	181	2.00 3.00	4.00	
)	100 Epicenter	60	2.00	7.00	4.0
,	ion chicenia	00	2.00	100	4.0



FROYAL ASSASSIN He's set Standard put and not especially eat in Magic's setur ment in Magic's coer-sermental former. The Assessin's cookers factor is what know her affoat, ance tank that that image over since Magic's first day He's joined on the lac-by other longtime main-stays like Shisas Dragon [#23] and Fark (#47). We been lens a buckstabler. though, so watch cet

27.00 MAGIC SET ABBREVIATIONS

AI	Alliances	FE
AQ	Antiquities -	5
AN	Arabian Nights	4
AP	Apecalypse	HL
CH	Chronicles	IA
DK	The Dark	IN
EX	Exadus	L

Manamou Spani
 Mana Flore R
 Mana Short R
 Mana Short R

Fallen Empires LG Fourth Edition NE ao Ice Age Invasion Limited PR PS IN L Planeshift

4.00 6.00 8.00 12.00

25.00 30.00

10.00 7.00 15.00 20.00 13.00

12 00 20.00

11.00

l enends MG Mirage MM Morc Masques Nemesis Odyssey Promo Caro TM Tempest Uni

Revised Seventh Edition Sixth Edition SH Stronghold

Urza's Destiny UL Urza's Legacy UZ Urza's Saga VS Visions WL Weatherlight

DECEMBER 2001 83



€ Copper Tablet U 1.50 3.00 5.00 8. C Copy Artifact R 3.00 5.00 8. C by George R 3.00 5.00 8. C by George R 3.00 5.00 8. Darkpact R 3.00 4.00 5.0 Demonic Attorney R 1.50 3.00 5.0 Demonic Hordes R 5.00 8.0 12 Demonic Hordes R 5.00 8.0 12 Demonic Hordes R 5.00 8.0 12 Darborous R 4.00 8.00 18 Dirigue Egg R 4.00 8.00 18 Dirigue Egg R 4.00 8.00 5.00 7. Farbac Archers R 2.50 5.00 7. 7. False Orderes C 5.00 7. 7. 6.00 7. 7. 6.00 7. 7.		A.V.			
Copy Artifact R 3.00 5.00 8 Cyclopean Tomb R 13.00 2.00 30 Darkspact R 3.00 5.00 8 Cyclopean Tomb R 13.00 2.00 30 Darkspact R 3.00 5.00 8 Cyclopean Tomb R 13.00 2.00 30 Darkspact R 3.00 5.00 8.00 12 Demonic Horries R 5.00 8.00 12 Demonic Horries R 5.00 8.00 12 Demonic Tutor U 4.00 5.00 7 Dirigus Egg R 4.00 6.00 7 Dirigus Egg R 4.00 6.00 7 Dirigus Egg R 4.00 6.00 8 Disrupting Scepter R 2.50 5.00 7 Darin Power R 1.50 3.00 5.00 8 Elvish Archers R 2.50 5.00 8 Elvish Archers R 2.50 5.00 7 Famstead R 3.00 5.00 8 Elvish Archers R 2.50 5.00 7 Farmstead R 3.00 5.00 8 Forse Grand R 3.00 5.00 8 Majorial R 3.00 5.00 8	Contract from Below	R		5.00	6.00
€ Cyclopaen Tomb R 13,00 20,00 € Darkopaer R 3,00 400 6 ● Demonic Attorney R 1,50 3,00 400 6 ● Demonic Intor U 4,00 5,00 7.0 7.0 Dingus Egg R 4,00 6,00 7.0<	Copper Tablet	U	1.50		5.00
€ Cyclopaen Tomb R 13,00 20,00 € Darkopaer R 3,00 400 6 ● Demonic Attorney R 1,50 3,00 400 6 ● Demonic Intor U 4,00 5,00 7.0 7.0 Dingus Egg R 4,00 6,00 7.0<		R	3.00		8.00
Dearhilace	© Cyclopean Tomb	R	13.00	20.00	30.00
Demonic Attorney R 1.50 3.00 1.50 Demonic Tutor U 4.00 5.00 8.00 12 Demonic Tutor U 4.00 5.00 7.0 Dirigus Egg R 4.00 6.00 8.00 12 Darain Power R 1.50 3.00 5.00 7.0 Evish Archers R 2.50 4.00 6.00 8.0 Evish Archers R 2.50 4.00 6.00 8.0 Fasbe Orders C 5.00 7.7 7.0 1.00 1.0	Darkpact	R D		4.00 2.50	6.00 4.00
Farmstead.	Demonic Attorney	R	1.50		5.00
Farmstead.	Demonic Hordes	R	5.00		12.00
Farmstead.	Demonic luter Dinnus Fon	UR			7.00 8.00
Farmstead.	Disrupting Scepter	R	2.50	5.00	7.50
Farmstead.	Drain Power	R			5.00 8.00
Farmstead.	Elvish Archers	R			6.00
Foroefield R 35.00 50.00 70 Fork R 8.00 12.00 16. Fork R 8.00 12.00 16. Gae's Liege R 3.00 4.00 7. Gae Sale Liege R 3.00 4.00 7. Gauntat of Might R 50.00 65.00 80 Gablin King R 3.00 4.00 7. Franite Bargeyle R 4.00 6.00 8. Helin of Chatzuk R 1.50 2.50 4. Howking Mine R 4.50 6.00 6.00 80 Helin of Chatzuk R 1.50 2.50 4. Howking Mine R 4.50 6.00 8. Helin of Chatzuk R 1.50 2.50 4. Howking Mine R 4.50 6.00 8. Helin of Chatzuk R 1.50 2.50 4. Howking Mine R 4.50 6.00 8. Helin of Chatzuk R 1.50 2.50 4. Howking Mine R 4.50 6.00 8. Jade Manipulator U 12.00 20.00 25. Jade Manipulator R 1.50 2.50 4. Jade Manipulator R 3.00 5.00 7. Kormus Bell R 1.50 2.50 4. Living Artifact R 1.50 2.50 4. Living Artifact R 1.50 3.00 5.00 7. Kormus Bell R 1.50 3.00 5.00 8. Mana Shart R 1.50 3.00 5.00 8. Mana Shart R 3.	False Orders	C	.50		1.50
Foroefield R 35.00 50.00 70 Fork R 8.00 12.00 16. Fork R 8.00 12.00 16. Gae's Liege R 3.00 4.00 7. Gae Sale Liege R 3.00 4.00 7. Gauntat of Might R 50.00 65.00 80 Gablin King R 3.00 4.00 7. Franite Bargeyle R 4.00 6.00 8. Helin of Chatzuk R 1.50 2.50 4. Howking Mine R 4.50 6.00 6.00 80 Helin of Chatzuk R 1.50 2.50 4. Howking Mine R 4.50 6.00 8. Helin of Chatzuk R 1.50 2.50 4. Howking Mine R 4.50 6.00 8. Helin of Chatzuk R 1.50 2.50 4. Howking Mine R 4.50 6.00 8. Helin of Chatzuk R 1.50 2.50 4. Howking Mine R 4.50 6.00 8. Jade Manipulator U 12.00 20.00 25. Jade Manipulator R 1.50 2.50 4. Jade Manipulator R 3.00 5.00 7. Kormus Bell R 1.50 2.50 4. Living Artifact R 1.50 2.50 4. Living Artifact R 1.50 3.00 5.00 7. Kormus Bell R 1.50 3.00 5.00 8. Mana Shart R 1.50 3.00 5.00 8. Mana Shart R 3.	■ Fastbond	R			6.00 7.50
Fork R 8 8.00 1/200 16 Forlogsaur R 1.50 5.00 8.00 8.00 8.00 8.00 8.00 8.00 8	Force of Nature	R	3.00	5.00	8.00
Fungusaur R 1.50 5.00 6.00 8.0 6abch King R 3.00 4.00 7. 6auntilet of Might. R 50.00 65.00 80. 6abch King R 3.00 4.00 7. 6auntilet of Might. R 50.00 65.00 80. 6abch King R 3.00 4.00 7. 6auntilet of Might. R 50.00 65.00 80. 6abch King R 3.00 4.00 8. 6abch King R 3.00 4.00 8. 6abch King R 3.00 4.00 8. 6abch King R 3.00 5.00 8. 6abch King A 3.00 5.00 8. 6abch King King A 3.00 5.00 8. 6abch King King King King King King King King	Forcefield	R			70.00 16.00
Gasa's Liege	Funnusaur	R		5.00	8.00
Boblin King	Gaea's Liege	R	3.00	4.00	7.00
Branite Gargoyle	Goblin King	K			80.00 7.00
Howing Mine	Granite Gargoyle	R	4.00	6.00	8.00
Lex Starm	Helm of Chatzuk	R			4.00
Bey Manipulator					8.00 17.00
Jade Monolith	lcy Manipulator	U	12.00	20.00	25.00
Jayemdae lome		R		17.00 2.50	25.00 4.00
Jayemdae lome	Jade Statue ,	Ü	4.00	5.00	7.00
Lichae R 2000 30,00 40,00 Lifelace R 1,50 250 4, Living Artifact R 1,50 250 4, Living Artifact R 1,50 250 8, Lord of Atlantis R 3,00 5,00 8, Lord of Atlantis R 3,00 5,00 8, Lord of The Pit R 3,00 5,00 8, Mapical Maket R 1,50 3,00 5,00 8, Mapical Mark R 1,50 3,00 5,00 8, Mana Firer R 4,00 6,00 9, Mana Firer R 4,00 6,00 8, Mana Short R 3,00 5,00 8, Mana Short R 1,50 2,50 4, Mana Kasta R 1,50 2,50 4, Mark R 1,50 2,50 4, Mox Sapphire R 110,00 140,00 70, Mox Ruby R 110,00 140,00 70, Mox Sapphire R 150,01 5,00 8, Mox Feart R 110,00 140,00 170, Mox Sapphire R 150,01 5,00 8, Mox Feart R 10,00 140,00 170, Mox Sapphire R 150,01 5,00 8, Mox Feart R 10,00 140,00 170, Mox Sapphire R 150,01 5,00 8, Nightmare R 1,50 5,00 8, Nightmare R 1,50 5,00 8, R Northern Paladin R 3,00 5,00 8, Nightmare R 1,50 5,00 8, R Revinyrral's Disk R 4,00 8,00 1,00 8, Nightmare R 1,50 5,00 8, R Raging River R 1,50 5,00 8, R Raging River R 1,50 5,00 8, R Royal Assassin R 7,00 10,00 12,00 14,00 20, Savannah Lions R 3,00 5,00 8, R Royal Assassin R 7,00 10,00 15,00 7,00 8, Savannah Lions R 3,00 5,00 8, Sangir Vampire U 3,00 5,00 7,00 5	Javemdae lome	ĸ			7.00
Lichae R 2000 30,00 40,00 Lifelace R 1,50 250 4, Living Artifact R 1,50 250 4, Living Artifact R 1,50 250 8, Lord of Atlantis R 3,00 5,00 8, Lord of Atlantis R 3,00 5,00 8, Lord of The Pit R 3,00 5,00 8, Mapical Maket R 1,50 3,00 5,00 8, Mapical Mark R 1,50 3,00 5,00 8, Mana Firer R 4,00 6,00 9, Mana Firer R 4,00 6,00 8, Mana Short R 3,00 5,00 8, Mana Short R 1,50 2,50 4, Mana Kasta R 1,50 2,50 4, Mark R 1,50 2,50 4, Mox Sapphire R 110,00 140,00 70, Mox Ruby R 110,00 140,00 70, Mox Sapphire R 150,01 5,00 8, Mox Feart R 110,00 140,00 170, Mox Sapphire R 150,01 5,00 8, Mox Feart R 10,00 140,00 170, Mox Sapphire R 150,01 5,00 8, Mox Feart R 10,00 140,00 170, Mox Sapphire R 150,01 5,00 8, Nightmare R 1,50 5,00 8, Nightmare R 1,50 5,00 8, R Northern Paladin R 3,00 5,00 8, Nightmare R 1,50 5,00 8, R Revinyrral's Disk R 4,00 8,00 1,00 8, Nightmare R 1,50 5,00 8, R Raging River R 1,50 5,00 8, R Raging River R 1,50 5,00 8, R Royal Assassin R 7,00 10,00 12,00 14,00 20, Savannah Lions R 3,00 5,00 8, R Royal Assassin R 7,00 10,00 15,00 7,00 8, Savannah Lions R 3,00 5,00 8, Sangir Vampire U 3,00 5,00 7,00 5	Mormus Beil	R	1.50	3.00	4.00 5.00
Living Lands R 1.50 5.00 8. Lord of Atlantis R 3.00 5.00 8. Lord of Atlantis R 3.00 5.00 8. Magical Hack R 1.50 3.00 5.00 8. Mana Plare R 4.00 6.00 9. Mana Plare R 4.00 6.00 9. Mana Plare R 1.50 5.00 8. Mana Wait R 1.50 5.00 8. Mara Wait R 1.50 5.00 8. Mox Emeral R 110.00 140.00 170. Mox Jet R 110.00 140.00 170. Mox Sapphire R 110.00 140.00 170. Mox Sapphire R 110.00 140.00 170. Mox Sapphire R 150 5.00 8. Nightnare R 1.50 5.00 8. Nightnare R 1.50 5.00 8. Nightnare R 1.50 5.00 8. Pirate Ship R 1.50 5.00 8. R 1.50 5.00 8. R 1.50 5.00 5.00 8. R 1.50 5	Lich	R	20.00	30.00	40.00
Living Lands R 1.50 5.00 8. Lord of Atlantis R 3.00 5.00 8. Lord of Atlantis R 3.00 5.00 8. Magical Hack R 1.50 3.00 5.00 8. Mana Plare R 4.00 6.00 9. Mana Plare R 4.00 6.00 9. Mana Plare R 1.50 5.00 8. Mana Wait R 1.50 5.00 8. Mara Wait R 1.50 5.00 8. Mox Emeral R 110.00 140.00 170. Mox Jet R 110.00 140.00 170. Mox Sapphire R 110.00 140.00 170. Mox Sapphire R 110.00 140.00 170. Mox Sapphire R 150 5.00 8. Nightnare R 1.50 5.00 8. Nightnare R 1.50 5.00 8. Nightnare R 1.50 5.00 8. Pirate Ship R 1.50 5.00 8. R 1.50 5.00 8. R 1.50 5.00 5.00 8. R 1.50 5	Lifelace	R	1,50	2,50	4.00 4.00
Lord of Atlantis	Living Lands	R	1.50	5.00	8.00
Mana	ord of Atlantis	R	3.00		8.00
Mana	Magical Hack	R			8.00 5.00
Manabarts	Mahamoti Djinn ,	R	4,00		9.00
Manabarts	Mana Flare	R			8.00 6.00
Mind Twist	Mana Vault	К	3.00		B.00
Mind Twist	Manabarbs	R	1.50	2.50	4.00
Mox Pet	WIERZIUME				8.00 6.00
Mox Ruly	Mox Emerald	R			170,00
Mox Sapphire	Mox Jet	R			180.00
Natural Selection	Mox Ruby	R	110.00	140.00	170.00
Nether Shadow	Mox Sapphire	R			200.00
Newinyral's Disk	Nether Shadow	R		5.00	6,00
Petsvilat Intentation R 3,00 3,00 5,00 6,00 7,00 24,00 6,00 7,00 24,00 6,00 7,00 24,00 7,00	Nevinyrral's Disk	R	4.00	6.00	8.00
Petsvilat Intentation R 3,00 3,00 5,00 6,00 7,00 24,00 6,00 7,00 24,00 6,00 7,00 24,00 7,00	Nightmare	R			10.00 8.00
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Purelace R 1,50 250 4, Raging River R 14,00 20,00 26. Reverse Barnage R 3,00 5,00 8. Righteousers R 3,00 5,00 8. Righteousers R 3,00 5,00 8. Roc of Kher Ridges R 3,00 5,00 5,00 8. Roc of Kher Ridges R 3,00 5,00 8. Roc of Kher Ridges R 3,00 5,00 8. Royal Assassin R 7,00 10,00 12. Savannah Lions R 3,00 5,00 20. Savannah Lions R 3,00 5,00 15,00 20. Savannah Lions R 10,00 15,00 20. Sengir drappir U 3,00 5,00 7,00 5,00 7,00 5,00 7,00 5,00 7,00 5,00 7,00 5,00 7,00 5,00 7,00 5,00 7,00 5,00 7,00 5,00 7,00 7	Pirate Ship	R	1.50		6.00 20.00
Purelace R 1,50 250 4, Raging River R 14,00 20,00 26. Reverse Barnage R 3,00 5,00 8. Righteousers R 3,00 5,00 8. Righteousers R 3,00 5,00 8. Roc of Kher Ridges R 3,00 5,00 5,00 8. Roc of Kher Ridges R 3,00 5,00 8. Roc of Kher Ridges R 3,00 5,00 8. Royal Assassin R 7,00 10,00 12. Savannah Lions R 3,00 5,00 20. Savannah Lions R 3,00 5,00 15,00 20. Savannah Lions R 10,00 15,00 20. Sengir drappir U 3,00 5,00 7,00 5,00 7,00 5,00 7,00 5,00 7,00 5,00 7,00 5,00 7,00 5,00 7,00 5,00 7,00 5,00 7,00 5,00 7,00 7	Power Surge	R		3.00	5.00
Raping River	Psionic Blast	U	8.00		24.00
Reverse Damage	Raging River	R	14.00		4.00 26.00
Roc of Kher Ridges	O Reverse Damage	R	3.00	5.00	8.00
Ricck Hydra R 3,00 5,00 8,	Righteousness	R	3.00		8.00 7.00
Royal Assassin	Rock Hydra	R			8.00
Savannah Lions	Royal Assassin	R			12.00
Sengir Vampire U 3.00 5.00 7.0 Serra Angel U 4.50 6.00 8.0 Shivan Dragon R 9.00 12.0 15. Sinkhole C 6.00 9.00 12. Sinkhole R 1.50 2.50 4. Smoke R 1.50 2.50 4. Sol Ring U 5.00 7.00 8. Stasis R 3.00 5.00 8. Sunglasses of Urza R 1.50 4.00 6. Sunglasses of Urza R 1.50 4.00 6. Sunglasses of Urza R 1.50 2.50 4.00 6.	O Savannah Lions	R		5.00	8.00
Sengir Vampire U 3.00 5.00 7.0 Serra Angel U 4.50 6.00 8.0 Shivan Dragon R 9.00 12.0 15. Sinkhole C 6.00 9.00 12. Sinkhole R 1.50 2.50 4. Smoke R 1.50 2.50 4. Sol Ring U 5.00 7.00 8. Stasis R 3.00 5.00 8. Sunglasses of Urza R 1.50 4.00 6. Sunglasses of Urza R 1.50 4.00 6. Sunglasses of Urza R 1.50 2.50 4.00 6.	Scrubland	R	10.00	15.00	20.00
Serra Angel	Sengir Vamnire	II			6.00 7.00
Shinkhole	O Serra Angel	U	4.50	6.00	9.00
Selight of Mind R 1.50 2.50 4. Smoke R 1.50 2.50 4. Sol Ring U 5.00 7.00 9. Stasis R 3.00 5.00 8. Sunglasses of Urza R 1.50 4.00 6. Taiga R 10.00 15.00 20.	Shivan Dragon	R			15.00
Smoke R 1.50 2.50 4 8 8d Ring Ú 5.00 7.00 9 Stasis R 3.00 5.00 8 Sunglasses of Urza R 1.50 4.00 6 Taiga R 10.00 15.00 20	Sleight of Mind	R			12.00 4.00
 Sunglasses of Urza R 1.50 4.00 6. Taiga R 10.00 15.00 20. 	Smoke	R	1.50	2.50	4.00
laiga,	Stasis	NE R	3.00		9.00 8.00
laiga,	Sunglasses of Urza	R	1.50	4.00	6.00
Thoughtlace R 1.50 2.50 4	alaiga,	R	10.00		20.00 6.00
	Thoughtlace	R	1.50	2.50	4.00
Timber Wolves R 1.50 2.50 4.	Timber Wolves	R	1.50	2.50	4.00 60.00

ENDERSONS AND AN AND ADDRESS TO AN ADDRESS OF BRITAIN STREET,	NATION DESCRIPTION	A CONTRACTOR OF THE PARTY OF TH	NO OF LIVER OF THE
Tropical IslandR	10,00	14.00	18.00
■ TundraR	10.00	15.00	20.00
Two-Headed GiantR	15.00	20.00	35.00
Underground SeaR	11.00	17.00	22.00
 Verduran Enchantress R 	3.00	4.00	6.00
Vesuvan Doppelganger R	7.00	11.00	13.00
O Veteran BodyguardR	2.50	5.00	8.00
Volcanic Eruption R	1.50	2.50	4.00
Volcanic IslandR	10.00	15.00	20.00
Warp ArtifactR	1.50	2.50	4.00
■ WebR	1.50	2.50	4.00
Wheel of Fortune R	5.00	8.00	11.00
Will-O'-The-Wisp R	4.00	6.00	8.00
Winter OrbR	3.00	4.00	6.00
Word of CommandR	20.00	30.00	40.00
O Wrath of GodR	7.00	10.00	13.00
Zombie MasterR	1.50	5,00	8.00

O CrusadeR	3.00	4.00	5.00
Bancing Scimitar R	1.50	2.50	4.00
DarkpactR	2.00	3.00	4.00
DeathlaceR	1.50	2.50	4.00
 Demonic AttorneyR 	2.00	3.00	4.00
Demonic HordesR	3.00	4.00	6.00
 Demonic Tutor U 	2.00	4.00	5.00
Dingus EggR	2.00	3.00	5.00
Disrupting Scepter R	2.00	3.00	4.00
⊕ Dragon EngineR	1.50	2.50	4.00
Drain PowerR	2.00	3.00	4.00
■ EarthquakeR	2.50	3.50	4.50
@ Ebony HorseR	1.50	2.50	4.00
● El-HajjâjR	1.50	2.50	4.00
Elvish ArchersR	1.50	2.50	4.00
O Eye for an EyeR	2.00	3.00	4.00
O Farmstead	1.00	2.00	3.00
FastbondR	2.50	4.00	6.00
Flying CarpetR	1.50	2.50	4.00
Force of NatureR	3.00	4.00	6.00
ForkR	7.00	10.00	15,00
FungusaurR	1.50	2.50	4.00
Gaea's LiegeR	2.00	4.00	6.00
Goblin KingR	2.50	4.00	5.00
Granite GargoyleR	2.00	4.00	6.00
# Helm of ChatzukR	1.50	2.50	4.00
Howling MineR	4.00	5.00	7.00
Hurkyl's RecallR	2.00	3.00	4.00
Hypnotic Specter U	1.50	2.50	3.50
Island Fish Jasconius R	1.50	2.50	4.00
O Island Sanctuary R	1.50	2.50	4.00
lvory TowerR	2.00	3.00	5.00
Jade MonolithR	1.50	2.50	4.00
■ Jandor's RingR	2.00	3.00	4.00
■ Jandor's Saddlebags R	2.00	3.00	4.00
⊕ Jayemdae TomeR	2.00	3.00	5.00
JuggernautU	.75	1.50	2.50
Marmus BellR	1.50	2.50	4.00

O Savannah LionsR	3.00	4.00	5.00
Scrubland	8.00	12.00	18.00
Sedge TrollR	2,00	3.00	5.00
Sengir VampireU	2,00	3.00	4.00
Serendib EfreetR	3.00	4.00	6.00
O Serra Angel ,,,,,,,,U	4.00	5,00	7.00
Shivan DragonR	4.00	6.00	10.00
Sleight of MindR	1.50	2,50	4.00
 SmokeR. 	1.50	2,50	4.00
Sal RingU	4.00	5.00	7.00
Sorceress QueenR	2.00	3.00	5.00
StasisR	2.00	3.00	5.00
Sunglasses of Urza R	1.50	2,50	4.00
O Swords to Plowshares U	1,00	1,50	2.00
TaigaR	8.00	12.00	18.00
The Hive	1.50	2.50	4.00
ThoughtlaceR	1.50	2,50	4.00
Timber WolvesR	1.50	2.50	4.00
Titania's SongR	1.50	2.50	4.00
 Tropical IslandR 	7.00	12.00	16,00
TundraR	9.00	13.00	18,00
Underground SeaR	8,00	13.00	18.00
 Verduran Enchantress R 	2.00	3.00	4.00
Vesuvan Doppelganger R	7.00	9.00	12.00
O Veteran BodyguardR	2.00	3.00	5.00
Volcanic EruptionR	1,50	2.50	4.00
Volcanic IslandR	7.00	12.00	18.00
 Warp ArtifactR 	1,50	2.50	4.00
WebR	1,50	2.50	4.00
Wheel of FortuneR	3.00	5.00	7.00
Will-0'-The-Wisp R	2.50	3.50	5.00
Winter Orb	2.00	3.00	5.00
O Wrath of GodR	4.50	6.00	8.00
Zombie MasterR	2.00	3.50	5.00

FOURTH EDITION WIZARDS OF THE COAST-1995 Cards contain a 1995 copyright date ben artist's name on the front of the card.

$\mathsf{Y} \mathsf{O} \mathsf{U} \mathsf{F}$

KARAK ADDICTION

We all like a little bounce every now and then, and Karakas gives us our money's worth all in one tight little package-kinda like Sarah Michelle Gellar, when you think about it. You can set your opponents back, bouncing their legends every turn, or play tricks with the stack by bouncing your own guys after stacking combat damage. It's also cool in combo with Braids, Cabal Minion, since you can bounce her repeatedly to avoid sacking a permanent each turn.



REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and nearly identical to Unlimited cards. Unlisted cards are worth 80% of Unlimited price. Printing of Unlimited cards gave ominimee price. Priming of unimitied cards gave
them rich, vibrant colors while Revised has very dull
colors. Cards also had a much lower print run and
are more highly sought by collectors.
Full Set (306 cards) ... 260.00 275.00 300.00
Booster Pack (15 cards) ... 8.00 10.00 12.00

Dobator rack (to cards)	0.00	10.00	14.00
Booster Box (36 packs)	275.00	300.00	350.00
Starter Deck (60 cards)	25.00	30.00	40.00
Starter Box (10 decks)	260.00	275.00	325.00
Unlisted Uncommons	.50	.75	1.50
Unlisted Commons	.15	.25	.35
Aladdin's LampR	1.50	2.50	4.00
Aladdin's RingR	1.50	2.50	4.00
O Animate WallR	1.50	2.50	4.00
Ankh of MishraR	1.50	2.50	4.00
O ArmageddonR	3.00	4.00	6.00
Armageddon ClockR	1,50	2.50	4.00
Aspect of WolfR	1.50	2.50	4.00
Bad MoonR	3.00	5.00	6.00
BadlandsR	8.00	12.00	18.00
O BalanceR	2.00	4.00	6.00
BayouR	7.00	12.00	18.00
 Birds of Paradise R 	9.00	13.00	17.00
O BlessingR	2.00	3,00	4.00
Bottle of SuleimanR	1.50	2.50	4.00
BraingeyserR	3.00	4.00	6.00
Chaoslace	1.50	2.50	4.00
Clockwork BeastR	1.50	2.50	4.00
CloneU	3.00	4.00	6.00
Cockatrice	2.00	3.00	5.00
 Contract from BelowR 	2.50	3.50	4.50
Capy ArtifactR	3.00	4.00	5.00

● KudzuR	2.00 1.50	3,00 2.50	4.00
Living Artifact R	1.50	2.50	4.00
Living LandsR	1.50	2.50	4,00
B Lord of AtlantisR	2.50	3.50	5.00
Lord of the PitR	2.00	4.00	6.00
Magical HackR	1.50	2.50	4.00
 Magnetic MountainR 	1.50	2.50	4.00
Mahamoti DiinnR	3.00	4.00	6.00
Mana FlareR	3.00	4.00	5.00
Mana ShortR	2.00	3.00	5.00
Mana VaultR	2.00	3.00	5.00
ManabarbsR	1.50	2.50	4.00
MeekstoneR	2.00	3.00	4.00
Mijae Djinn	2.00	3.00	5.00
MillstoneR	3.00	4.00	5.00
Mind TwistR	3.00	4.00	5.00
Mishra's War Machine R	1.50	2.50	4.00
Nether ShadowR	1.50	2.50	5.00
■ Nevinyrral's DiskR	2.00	4.00	6.00
NightmareR	3.00	4.00	6.00
O Northern PaladinR	2.50	3.50	5.00
@ OnuletR	1.50	2.50	4.00
O Personal Incarnation R	2.00	3.00	4.00
Pirate Ship	1.50	2.50	4.00
PlateauR	8.00	12.00	18.00
Power SurgeR	1.50	2.50	4.00
Primal Clay	1.50	2.50	4.00
O PurelaceR	1.50	2.50	4.00
O Reverse DamageR	2.00	3.00	5.00
O RighteousnessR	1.50	2.50	5.00
Roc of Kher RidgesR	2.00	3.00	5.00
Rock HydraR	2.50	4.00	6.00
market Launcher R	2.00	3.00	4.00
Royal Assassin R	6.00	8.00	11.00
SavannahR	7.00	12.00	18,00

	artist's name on the front of	me care	l.	
:	Booster Pack (15 cards) Booster Box (36 packs) Starter Deck (60 cards) Starter Box (10 decks)	175.00	200.00	225.00
•	Booster Pack (15 cards)	3.00	3.50	4.00
:	Booster Box (36 packs)	85.00	95.00	110.00
:	Starter Beck (60 cards)	8.00	10.00	12.00
:	Starter Box (10 decks)	85.00	95.00	110.00
i	Unlisted Uncommons	.25	,50	1.00
ŧ	Unlisted Commons	.10	.20	,25
i	Unisted Communs	, 10	,20	,20
:	@ M 18 1 1 B	4 50	0.70	1.00
:		1.50 1.50 1.50	2.50	4.00
:		1.50	2.50	3.50
ĺ	O Animate WallR	1,50	2.50	3.50
i	Ankh of MishraR ArmageddonR	1.50	2.50	3,50
:	ArmageddonR	3.00	4.00	5.00
:	Armageddon Clock R	1.50	2.50	3.50
:	Aspect of Wolf R	1.50	2.50	3.50
:	Armageddon Clock R Aspect of Wolf R Bad Moon R	3.00	4.00	5.00
:	Balance R Ball Lightning R Birds of Paradise R	3.00 2.00	3.00	4.00
:	Daldies	2.00	4.00	6.00
:	Dail Lighthing	3.00		
i	BIRDS OF PARADISEK	7.00	12.00	15.00
:	Black Knight	1.00	1,50	2.50
	Black Mana Battery R	2.00	3.00	4.00
;	O BlessingR	2.00	3.00	4.00
:	Blue Mana Battery R	2.50	3.50	4.50
	Bottle of SuleimanR Bronze TabletR	1.50	2.50	3.50
Ī	Rronze Tablet R	1.50	2.50	3.50
:	Carrion Ants U Chaoslace R Clockwork Avian R Clockwork Beast R	.75	1.50	2.00
:	Chandana P	1.50	2.50	3.50
	Closlavarie Avina	2.00	3.00	4.00
	SE CHOCKWOIK AVIAIIR	1.00		
:	S CHOCKWORK BEASTK	1.50	2.50	3.50
:	Cockatrice	1.50	2.50	4.00
:	⊕ Colossus of Sardia R	2.00	3,00	4.00
:	⊕ Coral HelmR	1,50	2.50	3.50
:	 Losmic Horror R 	1.50	2.50	4.00
	Crimson ManticoreR	1.50	2.50	3.50
ì	O CrusadeR	2.00	3.00	4.00
	Dancing Scimitar R	1.50	2.50	3,50
:	Deathlace	1.50	2.50	3.50
	# Dingue Con D	1.50	2.50	4.00
	Discusting Country B		2.50	
	w Disrupting Scepter R	1.50		4.00
:	Disrupting Scepter R Disqueting Scepter R Dragon Engine R Drain Power R Earthquake R Ebbry Horse R	1.50	2.50	3.50
	Drain Power	1.50	2.50	4.00
:	Earthquake	2.00	3.00	4.00
:	■ Ebony HorseR	1.50	2.50	3,50
	El-Hajjâj	1.50	2.50	3.50
:	O Elder Land WurmR	1.50	2.50	3.50
	Flyish Archers R	1,50	2.50	4.00
:	O Eve for an Eve R	1.50	2.50	4.00
	O Eye for an EyeR Flying CarpetR	1.50	2.50	3.50
	Eprop of Maturn	2.00	3.00	4.00
	Force of NatureR FungusaurR	1.50		
:	Fungusaur		2.50	3.50
:	Gaea's Liege	2.00	3.00	4.00
	Goblin King	2.00	3.00	4.00
:	Gaea's Liege	1.50	2.50	4.00
:	Green Mana Battery R	2.00	3.00	4,00
	# Helm of ChatzukR	1.50	2.50	3.50
	Mark Howling Mine	3.00	4.00	5.00
	Hurkvi's Recall R	1.50	2.50	4.00
	Hurkyi's RecallR. Hurr JackalR.	1,50	2.50	3.50
	Hypnotic Specter U	1.50	2.50	4.00
	InfernoR	1.50	2.50	4.00
:	A Joland Eigh Jaconius P.	1.50	2.00	
	Island Fish Jasconius R	1.50 1.50	2.50	3.50
	O Island SanctuaryR	1.50	2.50	3.50
	lvory TowerR	1.50	2.50	4.00
	Manalith R	1.50	2.50	3.50
	Jandor's Saddlebags R	1.50	2.50	4.00
	Jayemdae TomeR	2.00	3,00	4.00
	Jandor's Saddlebags R Jayemdae Tome R Killer Bees U Kormus Beil R	.75 1.50	1.50	2.00
		1.50	2.50	

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

40.00 60.00

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O Land TaxR	2.00	4.00	5,00
S Leviathaπ ,R	1.50	2.50	4.00
Lifelace	1.50	2.50	4.00 3.50
Living Artifact R Living Lands R	1.50 1.50	2.50	3.50
lord of Atlantis R	2.00	3.00	4.00
Lord of the PitR	2.00	3.00	4.00
 Lord of AtlantisR Lord of the PitR Magical HackR 	1.50	2.50	3.50
Magnetic MountainR Mahamoti DjinnR Mana ClashR	1.50	2.50 5.00	3.50 7.00
Manamoti Ujinn +++++K	3.00 1.50	2.50	3.50
	2.50	3,50	4.50
A Mana Short P	1.50 2.00	2.50	4.00
Mails Agrit ************************************		3.00	4.00
Manabarbs	1.50 1.50	2.50 2.50	3.50 4.00
MeekstoneR MillstoneR	3.00	4.00	5.00
Mind TwistR	3,00	4.00	5.00
Mishra's FactoryU	2,00	2.50	3.00
Mishra's War Machine R	1.50	2.50	3.50
Nether ShadowR	1.50 2.00	2.50 3.00	3.50 4.00
Nevinyrral's DiskR NightmareR	2.00	3.00	4.00
Northern PaladinR	2.00	3.00	4.00
OnuletR	1.50	2.50	3.50
O Personal Incarnation R	1.50	2.50	4.00
Pirate ShipPower SurgeR	1.50 1.50	2.50 2.50	3.50 3.50
Primal ClayR	1.50	2.50	3.50
Dejenin Entity D	1.50	2.50	3.50
O PurelaceR	1.50	2.50	3.50
Purelace Rag Man Rebirth Red Mana Battery R	1.50 1.50	2.50 2.50	4.00 3.50
® Red Mana Battery R	2.00	3.00	4.00
Relic Bing	1.50	2.50	3,50
O Reverse DamageR	1.50	2.50	4.00
O Righteousness R Royal Assassin R	1.50 4.50	2.50 6.00	3.50 8.00
O Savannah LionsR	3.00	4.00	5.00
II erinmelf rinne2	1.00	2.00	3.00
Serra Angel U Shivan Dragon R Sleight of Mind R Smoke R	2.00	4.00 7.00	5.00 10.00
Sleight of Mind	5.00 1.50	2.50	3.50
SmakeR	1.50	2.50	3.50
Sorceress queen	1.50	2.50	4.00
StasisR	2.00	3.00 2.00	4.00 2.50
Strip Mine	.75 1.50	2.50	3.50
Sylvan LibraryR	3.00	4.00	5.00
Tempest Efreet R Tetravis R	1.50	2.50	3.50
TetravusR	2.00	3.00 2.50	4.00 3.50
Thoughtlace	1.50 1.50	2.50	3.50
Timber WolvesR	1.50	2.50	3.50
Time ElementalR	1.50	2.50	4.00
Titania's SongR	1.50	2.50	3.50
Triskelion	2.00 1.50	3.00 2.50	4.00 3.50
Verduran Enchantress R.	1.50	2.50	4.00
 Verduran Enchantress R Volcanic Eruption R 	1.50	2.50	3,50
Warp ArtifactR	1.50	2.50	3.50
■ Web	1.50 2.00	2.50 3.00	3.50 4.00
● Will-0'-The-WispR	2.50	3.50	4.50
Winds of ChangeR	2.00	3.00	4.00
Winter OrhR	1.50	2.50	4.00
○ Wrath of GodR ■ Xenic PoltergeistR	3.00 1.50	5.00 2.50	8.00 3.50
Zombie MasterR	1.50	2.50	3.50
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CICTH EDITION			

Dingus EggR	1.50	2.50	3.50
Disrupting Scepter R	1.50	3.00	4.00
Dragon Engine R	1.50	2.00	3.00
Drain PowerR	1.50	2.50	4.00
Dwarven HoldR	1.50	2.50	4.00
EarthquakeR	2.50	3.50	4.50
● Elder DruidR ● Elkin BottleR	1.50	2.50	4.00
Blkin BottleR	1.50	2.50	4.00
Elvish ArchersR	1.50	2.50	3.50
O Eve for an EveR	1.50	2.50	4.00
	1.50	2.50	4.00
⊕ Flying Carpet , R	1.50	2.50	4.00
Force of NatureR	3.00	4.00	5.00
ForgetR	1.50	2.50	4.00
Fungusaur	1.50	2.50	4.00
Game of ChaosR	1.50	2.50	4.00
Gauntiets of ChaosR	1.50	2.50	3.50
Goblin KingR	2.50	3.50	4.50
Goblin WarrensR	1.50	2.50	4.00
HecatombR	1.50	2.50	4.00
# Helm of ChatzukR	1.50	2.00	3.50
Hollow TreesR	1.50	2.50	4.00
Howling MineR	3.00	5.00	7.00
Hurkyl's RecallR	1.50	2.50	4.00
lcatian StoreR	2.00	3.00	4.00
O Icatian Town	1.50	2.50	4.00
● InfernoR	1.50	2.50	4.00
mfinite HourglassR	2.00	3.00	4.00
ironclaw CurseR	1,50	2.50	4.00
O Island Sanctuary R	1.50	2.00	3.50
■ Jade MonolithR	1.50	2.00	3.50
# Jalum TomeR	1.50	2.50	4.00
Jandor's Saddlebags R	1.50	2.50	4.00
■ Javerndae TomeR	1.50	3.00	4.00
Jester's CapR	3.00	5.00	7.00
JokulhaupsR	2.50	3.50	4.50
JuxtaposeR	1.50	2.50	4.00
Karplusan ForestR	4.00	5.00	7.00
O Kjeldoran Royal Guard R	1.50	2.50	4.00
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			A

3	Sleight of MindR	1.50	2.00	3.00
)	Smoke	1.50	2.00	3.00
5	 Sorceress Queen R 	1.50	2.50	3.50
i	StampedeR	1.50	2.50	4.00
	Stasis	2,00	3.00	4.00
Ď	Stromgald CabalR	1.50	2.50	4.00
3	 Sulfurous SpringsR 	3.00	4.00	7.00
	Sylvan LibraryR	3.00	4.00	5.00
0	The Hive	1.50	2.00	3.50
		2.00	3.00	4.00
Õ	Time BombR	1.50	2.50	4.00
Ď	● The WretchedR ■ Time BombR ■ Time ElementalR	1,50	2.50	4.00
Ō	Titania's SongR	1.50	2.00	3.50
Ö	Titania's SongR TruceR Underground RiverR	1.50	2.50	4.00
0	 Underground RiverR 	4.00	5.00	7.00
0		1.50	2.00	3.50
0	Verduran Enchantress R	2.00	3.00	4.00
0	Warp ArtifactR	1.50	2.00	3.00
0	Winds of ChangeR	2,00	3,00	4.00
0	Winter OrbR	1.50	2.50	3.50
0	O Wrath of GodR	4.00	6.00	8.00
0	● Wyluli WolfR	1.50	2.50	4.00
3	 Xenic Poltergeist R 	1.50	2.50	4.00
ß	Zombie MasterR	1.50	2.50	4.00
0	Wrath of God R Wyluli Wolf R Xenic Poltergeist R Zombie Master R Zur's Weirding R	1.50	2.50	4.00
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0	AUVELL PRITION	1 1000		
0	SIXTH EDITION	A XI		
0	WITADOS OF THE COA			

	a zurs weirding	,r.	1.00	2.30	4.00
:	SIXTH EDITI	UN	VI		
	WIZARDS OF THE C	OAS	T-199		
:	Full Set (350 cards)		150.00	185.00	190.00
:	Booster Pack (15 cards) .		2.50	3.00	3.50
÷	Booster Box (36 packs) .		70.00	BO.00	110.00
į	Starter Deck (75 cards) .		9.00	9.00	10.00
į	Starter Box (12 decks) .		80.00	90.00	110.00
i	Unlisted Uncommons		.25	.50	1.00
:	Unlisted Commons		.10	.20	25
Ē	Unlisted cards are worth	h the	same a	s their F	ifth
:	Edition equivalents.				
i					
٠					

ECURRING IGHTMARE

With all the graveyard tricks available in Odyssey, players will be looking for more and more Nightmares. Though Survival Of The Fittest is only allowed in Type 1 tournaments now, there are still plenty of ways—like Zombie cool Infestation—to fill your graveyard with good stuff. That'll leave 'em ripe for the Nightmare's pickin'. It'll jump a couple of bucks in the near future, and keep an eye out for Freddy Krueger! Doocoo... He



FIFTH EUITIUN					
WIZARDS OF THE COA	ST-199	17	1		
Full Set (434 cards)	180.00	200.00	240.00	es I	
Booster Pack (15 cards)	2.50	3,00	3.50	⊕ L	
Booster Box (36 packs)	75.00	80.00	100.00	• L	
Starter Deck (60 cards)	8.00	9.00	10.00	• L	
Starter Box (12 decks)	80.00	90.00	100.00	• L	
Unlisted Uncommons	.25	.50	1.00	⊕ L	
Unlisted Commons	.10	.20	.25	- A	
				- 1	
Adarkar WastesR	4.00	5,00	7.00 4.00 4.00 4.00 3.00 4.00 6.00 3.50 6.00 8.00	● h	
O Akron LegionnaireR	1.50	2.50	4.00	• h	
Aladdin's RingR	1.50	2.50	4.00	₩ h	
An-Havva ConstableR	1.50	2.50	4.00	● F	
O Animate WallR	1.50	2.00	3.00	- N	
Mankh of MishraR	1.50	2.50	4.00	學 1	
O ArmageddonR	3.00	5.00	6.00	⊕ N	
Aspect of WolfR	1.50	2.00	3.50		
Bad MoonR	3.00	4.50	6.00	•	
Ball LightningR	4.50	6.00	8.00	* N	
Barl's CageR	3.00	4.00	5.00	₩ [
Birds of ParadiseR	9.00	14.00	20.00		
O Blinking SpiritR	3.00	4.00	5.00	O	
Bottle of SuleimanR	1.50	2.00	3.50	•	
Bottomless VaultR	2.00	3.00	4.00	*	
 Broken VisageR 	1.50	2.50	4.00	O	
BrushlandR	4.00	5.00	7.00	*	
O Caribou RangeR	1.50	2.50	4.00		
City of BrassR	4.00	5.00	8.00		
Clockwork BeastR	1.50	2.50	4,00		
Cockatrice	1.50	3.00	4.00		
Colossus of SardiaR	2.00	3.00	4.00	48	
@ Coral HelmR	1.50	2.00	3.00	Ö	
Crimson ManticoreR	1.50	2.00	3.50	Ö	
@ Crown of the Ages R.	1.50	2,50	4.00	2	
O CrusadeR	3.00	5.00	7.00	•	
Dance of Many ,,R	1.50	2.50	4.00	ŏ	
@ Dancing Scimitar R	1.50	2.00	3.50		
DeflectionR	2.00	3.00	4.00		
• Derelor	1.50	3.00	4.00		
				(B)	

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LeviathanR	1.50	2.50	3.50
LhurgoyfR	3.60	4.00	6.00
Living ArtifactR	1.50	2.00	3.00
Living Lands	1.50	2.00	3.00
Sord of AtlantisR	3.00	4.00	5.00
Lord of the PitR	2.00	3.00	4.00
Magical HackR	1.50	2.00	3.00
Magus of the Unseen R	1.50	2.50	4.00
Mana ClashR	1.50	2.50	4.00
Mana Flare	3.00	4.00	5.00
Mana VaultR	2.00	3.00	4.00
ManabarbsR	1.50	2.00	3.50
MeekstoneR	1.50	2.50	4.00
MillstoneR	3.00	4.00	5.00
NecropotenceR	3.00	4.00	5.00
Nether ShadowR	1.50	2.00	3.50
Nevinyrral's DiskR	2.00	3.00	4.00
Nightmare	3.00	4.00	5.00
@ Obelisk of UndoingR	1.50	2.50	4.00
Orcish SquattersR	1.50	2.50	4.00
O Order of the S. Torch R	1.50	2.50	4.00
OrggR	1.50	2.50	4.00
Pentagram of the Ages R	1.50	2.50	4.00
O Personal IncarnationR	1.50	2.50	4.00
Pirate ShipR	1.50	2.00	3.50
● PoxR	1.50	2.50	4.00
Primal ClayR	1.50	2.00	3.50
Primal OrderR	1.50	2.50	4.00
Rag ManR	1.50	2.50	4.00
RecallR	1.50	2.50	4.00
O Reverse DamageR	1.50	2.50	4.00
O RighteousnessR	1.50	2.00	3.50
Sand SilosR	1.50	2.50	4.00
 Sengir AutocratR 	1.50	2.50	4.00
O SeraphR	3.00	4.00	6.00
Serpent Generator R	2.00	3.00	4.00
Shivan DragonR	5.00	7.00	10.00
Sibilant SpiritR	1.50	2.50	4.00

Abyssal HunterR Adarkar WastesR	2.00 3.00	3.00 5.00	4.00 7.00
Aladdin's RingR	1.50	2.50	3.50
Amber PrisonR	1.50	2.50	3.50
Ancestral MemoriesR	1.50	2.50	3.50
O Animate WallR	1.50	2.00	3.00
Ankh of MishraR	1.50	2.50	3.50
O Archangel	3.00	5.00	6.00
O ArmageddonR	2.50	3.50	5.00
Ashen PowderR	2.00	3.00	4.00
Balduvian HordeR	2.00	3.00	4.00
Birds of ParadiseR	9.00	14.00	20.00
Bottle of SuleimanR	1.50	2.00	3.00
BrushlandR	3.00	5.00	7.00
Call of the WildR	2.00	3.00	4.00
O Gelestial DawnR	2.50	3.50	4.50
City of BrassR	4.00	5.00	8.00
Crimson HellkiteR	3.00	4.00	7.00
O CrusadeR	3.00	4.00	5.00
© Cursed TotemR	2.00	3.00	4.00
Dancing Scimitar R	1.50	2.00	3.00
Daring ApprenticeR	1.50	2.50	3.50
DeflectionR	2.00	3.00	4.00
Dense FoliageR	2.50	3.50	4.50
• DerelorR	1.50	2.50	3.50
DesertionR	2.00	3.00	4.00
Diminishing ReturnsR	1.50	2.50	3.50
# Dingus EggR	1.50	2.50	3.50
Disrupting Scepter R	1.50	2.50	3.50
● Doomsday R	2.00	3.00	4.00
@ Dragon EngineR	1.50	2.00	3.00
Early HarvestR	1.50	2.50	3.50
EarthquakeR	2.50	3.50	4.50
Elder DruidR	1.50	2.50	3.50
Elvish ArchersR	1.50	2.50	3.50
O Enlightened TuterU	1.50	2.00	3.00
O Ethereal ChampionR	1.50	2.50	3.50

ø	orac.	structure de l'original de la Reign.	Sep. 2100	Complete Complete	Later Control	and the same
1	0	ExileFallen Angel	P	2.00	3.00	4.00
	\simeq	Calles Asset	n	2.00	3.00	4.00
	•	railen angel	· · · R			
	•	raien anger Fervor Final Fortune Flash Hying Carpet Forbidden Crypt Forget Goblin King Goblin King Goblin Warens Greed Fornining Totem Hammer of Bogardan Hacatonb Howling Mine Hurricean Lucation Town Illicit Auction Infernal Contract Jade Monoikh Jadum Tome Jayemdee Tome Jayemdee Tome	R	2.00	3.00	4,00
		Final Fortune	R	2.00	3.00	4.00
	63	Flash	R	2.00	3.00	4.00
•	dia	Chrina Carnet	D	1.50	2.50	3.50
3	40,	riying carpet				
	•	Forbidden Crypt	К	2.00	3.00	4.00
:	100	Forget	R	1.50	2.50	3.50
:		Gohlin King	R	2.50	3.50	4.50
:	×	Cablin Warrane	0	1.50	2.50	3.50
	Ξ	COUNTY WAITONS	- APA	1.50	2.50	4.00
:	•	Greed	K		2.00	
	*	Grinning Tatem	R	3.00	4.00	5.00
4		Hammer of Bogardan	R	4.00	6.00	B.00
	ě	Hacatomb	R	1.50	2.50	3.50
:	-	Houston Mine	n	3.00	A E0	6.00
3	107	Howling Mine	K	3.00	4.50 2.50	0.00
i		Hurricane	R	1.50	2.50	3.50
:	0	Icatian Town	R	1.50	2.50	3,50
:		Ulicit Auction	R	2.00	3.00	4.00
:	=	Informal Contract	D	1.50	2.50	3.50
ì	=	IIII GHIAI GUILLAGU		1.50	0.50	
:		Interno	K	1.50 1.50	2.50	4.00
:	0	Jade Monolith	, .R	1.50	2.00	3.00
:	485	Jalum Tome	R	1.50	2.50	3.50
i	db	Jayemdae Tome Jokulhaups Juxtapose Karplusan Forest Kjeldoran Royal Guard Library of Lat-Nam	D	2.00	3.00	4.00
:	db	Jayemuae Iume	n		3.50	4.50
÷	•	Jokunaups	K	2.50		
:	1	Juxtapose	R	1.50	2.50	3.50
÷	-	Karolusan Forest	R	3.00	5.00	7.00
i	ŏ	Kinldoren Davel Guerr	i D	1.50	2.50	3.50
;	9	Njeluviali Ruyai Guari	1 17	1,50	2.50	3.50
÷	48	Library of Lat-Nam .	K	1,38		
i	0	Living Lands	R	1.50	2.00	3.00
:	450	Lord of Atlantis	R	3.00	4.00	5.00
ì	ste	Mana Short	p	1.50	2.50	3.50
:	100	Mana Office (1175)	D.	1.50	2.00	3.00
÷		Manadards .,,,,,	· K	1,00		
i	6	Library of Lat-Nam Living Lands Lord of Atlantis Mana Short Manabarbs Maro Meekstone Millstone Nature's Resurgence Necrosavant	R	1.50	2.50	3.50
÷	1	Meekstone	R	1.50	2.50	4.00
÷	200	Millstone	R	3.00	4.00	5.00
:	-	Maturo's Dogumenan	D	1.50	2.50	3.58
÷	=	Mature 2 Meaningenine	n n	1.50		3.50
÷		Necrosavant	K		2.50	
÷		Nightmare	R	3.00	4.00	5.00
:	0	Order of the S. Torch	R	1.50	2.50	3.50
÷	ŏ	Poorl Dragon	R	1.50	2.50	4.00
:		Part Diagon of the Ass	n D	1.50	2.50	3,50
÷	400	Pentagram of the Age	n z	1.30	2,00	0.50
:	100	Polymorph	, , R	1.50	2.50	3.50
Ė	(8)	Primal Clay	R	1.50	2.00	3.00
:	600	Psychic Transfer	R	2.00	3.00	4.00
:	-90	Dan Hou	D	1.50	2.50	2.50
Ė		Ray Man		1.50 1.50	2.00	3.50 3.50
1	4	Recall	К	1.00	2.50	3.30
Ė		Reckless Embermage	R	1.50	2.50	3.50
i		Relentless Assault .	R	1.50	2.50	4.00
ě	ō	Pavarea Damana	p	1.50	2.50	4.00
:	0	D	п.	1.50	2.50	3.50
Ė	40	Rowen	7	1.50 1.50	2.00	3.30
:		Sengir Autocrat	, . K	1.56	2.50	3.50
Ė	C	Serenity	R	2.50	3.50	4.50
:		Shatterstorm	R	1.50	2.50	3.50
E	die	Sibilant Spirit	Þ	1.50	2.50	3.50
Ē	960	Sibilant Spilit	r eft	2.50	2.00	4.50
Ė	***	Shake pasket	л,,,	2.00	0.00	
:	63	Neorosavant Neorosavant Neorosavant Nightmare Dorder of the S. Torch Pearl Dragon Pentagram of the Agreed Polymorph Polymorph Polymorph Polymorph Polymorph Polymorph Polymorph Polymorph Received Reag Man Recalls Embermage Relemites Assault Peverso Damege Revensor Serenity Shatterstorm Sheriatterstorm Shatterstorm Storm Gauldron Stormogal Gabal Suffurous Springs	R	1.50	3.50 2.50	3.50
Ė		Stromoald Cabal	R	1.50	2.50	3.50
:	-	Sulfumus Springe	R	4.00	5.00	7.00
E	0	Ourseah	D	1.50	2.50	3.50
Ŀ	0	Jaulimen ************************************		1,50		3.30
:	C	J Iann	н	2.50	3,50	4.50
:	-	Teferi's Puzzle Box	R	2.00	3,00	4.00
:	534	The Hive	R	1.50	2.00	3.00
:	100	Stromgald Cabal Sulfurous Springs Sulfurous Springs Tariff Tefari's Puzzle Box The Hive Tranquil Grove Uktabi Wildcats	D	3.00	4.00	5.00
ı	8	manyun uruve	Λ,	1.00	0.50	0.00
1	68	UKTADI WIIDCATS	K	1.50	2.50	3.50
E	-			3.00	5.00	7.00
ŀ		Underground River Vampiric Tuter Verduran Enchantres	R	4.00	6.00	8.00
ľ		Verduran Enchantree	e P	2.00	3.00	4.00
ľ	40	Velenia Dwar	D	3.00	4.00	
ľ		voicanic pragon	7,	3.00	4.00	5.00
ľ	6	waiting in the Weeds	R	1,50	2.50	3.50
ŀ	(2)	Wand of Denial	R	2.50	3.50	4.50
ŀ	0	Wrath of God	R	5.00	7.00	9.00
ŀ	79	Miduli Walf	D	1.50	2.50	
ľ	46	Volcanic Dragon Volcanic Dragon Waiting in the Weeds Wand of Denial Wrath of God Wyluli Wolf	11			
¢		L Yourdie Mastel. ***	К	1.50	2.50	3.50
:	45	Zur's Weirding	R	1.50	2.50	3.50
	_					
			_		- Control	č.,
:	C	SEVENTH E	NI'	TINN	4	3
:		,	WI.	IUIT	40	ð
:	V	VIZARDS OF THE	CO	4ST-200	1	
:	F	ull Set (350 cards) ooster Pack ooster Box		180.00	190.00	210.00
:	D	nactor Park		2.50	3.00	3.50
1	D	eneter Dev	11.54		85.00	
1	B	DOSTEL ROX		75.00		100.00
3	S	tarter Deck		8.00	9.00	10.00

WIZARDS OF THE COA	ST-200	11	-
Full Set (350 cards)	180.00	190.00	210.00
Booster Pack	2.50	3.00	3,50
Booster Box	75.00	85.00	100.00
Starter Deck	8.00	9.00	10.00
Unlisted Uncommons	.25	.50	1.25
Unlisted Commons	.10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00
The median price for unlist	ted rare i	FOIL care	ds is
twice that of its non-FOIL			

Abyssal HorrorR	1.50	2.00	3.00
 Abvssal Specter (Foil) U 	6.00	8.00	12.00
Adarkar WastesR	3.00	5.00	7.00
Adarkar Wastes (Foil) R	40.00	50.00	55.00
Air Elemental (Foil)U	4.00	7.00	10.00
Aladdin's RingR	1.50	2.00	3.00
Ancestral MemoriesR	1.50	2.00	3.00
Ancient SilverbackR	1.50	2.50	4.00
Archivist	1.50	2.00	3.00
Beast of BurdenR	2.00	3.00	4.00
BedlamR	1.50	2.00	3.00
Bellowing FiendR	1.50	2.00	3.00
Benthic Behemoth R	1.50	2.00	3.00
Birds of ParadiseR	8.00	13.00	17.00
	70.00	95.00	110.00
Birds of Paradise (Foil) R	5.00	6.00	7.00
Blaze (Foil)U	1.50	2.00	3.00
O Blessed Reversal R			3.00
Bloodshot Cyclops R	1.50	2.00	
● Boil (Foil)U	4.00	6.00	8.00
BrushlandR	3.00	4.00	5.00
Brushland (Foil)R	30.00	35.00	45.00



		10034	
Circle of Protection: Red (Foil)	250	5.00
City of Brass	2.50 4.00	3.50 6.00	5.00 8.00
City of Brass (Foil)R Coat of ArmsR	40.00 6.00	65.00 10.00	85.00 13.00
Coat of Arms (Foil)R	20.00	30.00	40.00
Coat of Arms (Foil)R Counterspell (Foil)C Creeping Mold (Foil)U	10.00 2.00	18.00 3.00	27.00 5.00
Crimson Hellkite R Crimson Hellkite (Foil) R	3.00 12.00	4.00	7.00
	1.50	2.00	23.00 3.00
Darkest HourR	1.50 2.00	2.50 3.00	3.50 4.00
Deflection	1.50	2.00	3.00
Dingus EggR Disenchant (Foil)C	1.50 5.00	2.50 8.00	3.50 11.00
Delusions of Medicirry R Dingus Egg R Disenchart (Foil) C Disenchart (Foil) C Diregs of Sorrow R Durges (Foil) R	1.50 1.50	2.00	3.00
Duress (Foil) . C Early Harvest . R Earthquake . R Earthquake (Foil) . R Eastern Paladin . R	5.00	6.00	8.00
Early HarvestR EarthquakeR	1.50 2.50	2.00 3.50	3.00 4.50
Earthquake (Foil)R	10.00	18.00	23.00
	2.00 1.50	3.00 2.00	4.00 3.00
O Elite ArchersR	1.50 1.50	2.00 2.50	3.00
Elvish Champion R Elvish Piper R Elvish Piper (Foil) R Ensnaring Bridge R	3.00	4.00	5.00
Elvish PiperR Elvish Piper (Foil)R	4.00 7.00	6.50 10.00	8.00 14.00
Ensnaring Bridge R	3.00	4.50	8.00
Enstraining bridge (1941) K	11.00 2.50	15.00 3.00	18.00 4.50
Evacuation R Fallen Angel R Fallen Angel (Foil) R Feroz's Ban R Feror R	1.50	2.00 3.00	3.00 4.00
Fallen Angel (Foil)R	12.00	18.00	25.00
Feroz's BanR	1.50 2.00	2.00 3.00	3.00 4.00
Final Fortune	1.50	2.00	3.00 7.00
Fire Diamond (Foil)U Fleeting ImageR	3.00 1.50	5.00 2.00	3.00
	1.50	2.00	3.00
Giant Growth (Foil)C	4.00 3.00	6.00 4.50	8.80
Glorious AnthemR	4.00	5.00	7.00 6.00
○ Glorious Anthem (Foil) R Goblin KingR	10.00 2.50	15.00 3.50	20.00 4.50
Grafted Skulican	1.50	2.50	3.50
Greed R Howling Mine R Howling Mine (Foil) R Hurricane R	1.50 3.00	2.00 5.00	3.00 7.00
Howling Mine (Foil)R	15.00 1.50	23.00	30.00
	1.50	2.00	3.00
Infernal Contract R Inferno R	1.50 1.50	2.50 2.00	3.50 3.00
Inferno R Intrepid Hero R Jalum Tome R	2.00	3.00	4.00
andor's Saddlebone P	1.50 1.50	2.00 2.00	3.00
Jayemdae TomeR	1.50 3.00	2.00 5.00	3.00 8.00
Jayemdae Tome R Karplusan Forest (Foil) R Kieldoran Royal Guard R	30.00	35.00	45.00
LIBROWAY EIVES (POII)	1.50 5.00	2.00 8.00	3.00 10.08
Lord of Atlantis R Lord of Atlantis (Foil) R	3.00 8.00	4.00 12.00	5.00
Mahamoti DjinnR	3.00	4.00	18.00 7.00
Mahamoti Djinn R Mahamoti Djinn (Foil) R Mana Clash R Mana Short R Marble Diamond (Foil) U	18.00 1.50	25.00	32.00 3.00
Mana ShortR	1.50	2.50	3.50
Marble Diamond (Foil) U Maro	4.00 1.50	6.00 2.50	8.00 4.00
● Maro	1.50 1.50	2.00 2.00	3.00 3.00
MeekstoneR	1.50	2.50	3.50
Megrim	2.00 5.00	3.00	4.00 10.00
Megrim (Foil) U Memory Lapse (Foil) C	3.00	4.00	5.00
Might of Daks	4.00 12.00	5.00 16.00	6.00 20.00
Millstone R Millstone (Foil) R Nature's Resurgence R	3.00 15.00	4.00 24.00	5.00 40.00
Nature's Resurgence R	1.50	2.00	3.00
	1.50 3.00	2.00 4.00	3.00 5.00
Nightmare R Nightmare (Foil) R Northern Paladin R	14.90	20.00	24.00
Okk R Opposition R	3.00 1.50	4.00 2.00	5.00 3.00
Opposition R Oppression R	3.00 1.50	5.00	7.00
O PanahR	2.00	3.00	4.00
 Persecute	2.50 10.00	3.50 15.00	4.50 18.00
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	A Contractor	percentant	
Phyrexian ColossusR Phyrexian Colossus (Foil)	2.50	3.50	4.5
,	12.00	15.00	24.0
PillageU	.75	1.50	2.00
Pillage (Foil)	3.00	4.00	6.00
Prodigal Sorcerer (Foil) C	4.00	5.00	6.00
O PurifyR	1.50	2.00	3.00
■ Rag Man	1.50	2.00	3.00
Reckless Embermage R	1.50	2.00	3.00
Relentless AssaultR	2.00	3.00	4.00
Reprocess	1.50	2.00	3.00
Revenant	1.50	2.00	3.00
O Reverse Damage R	1.50	2.50	3.50
O Rolling StonesR	1.50	2.50	3.50
 RowenR 	1.50	2.00	3.00
O Sacred GroundR	1.50	3.00	3.50
Seismic AssaultR	2.00	3.00	4.00
O Serra Advocate U	1.00	1.50	2.50

: WIZARDS OF THE COA	1 51-19	93	
Full Set (78 cards)	850.00	925.00	1000.0
Booster Pack (8 cards)	85.00	90.00	95.0
Booster Box (80 packs)	4000.00	4200.00	4600.0
Unlisted Commons	.75	1.50	3.00
O Abu Ja'far	3.00	4.00	6.0
AladdinR	3.00	5.00	7.00
Aladdin's LampR	3.00	4.00	6.0
Aladdin's RingR	4.80	8.00	8.01
Ali BabaU	2.00	3.00	4.00
Ali from Cairo R	40.00	55.00	88.00
Army of AllahC	2.00	3.50	5.00
Bazaar of BaghdadU:	15.00	21.00	25.0
Bottle of SuleimanR	3.00	4.00	6.00
Brass Man	1.50	3.00	4.00
O Camel	1.00	2.00	3.00
City in a BottleR	6.00	9.00	14.00
City of BrassU	20.00	30.00	40.00
CycloneU	2.00	4.00	6.00
Dancing Scimitar R	2.00	3.00	5.00
● Desert	1.00	2.50	4.00
Desert TwisterU	2.00	4.00	5.00
Diamond ValleyR	35.00	50.00	60.00
Drop of HoneyR	15.00	30.00	40.00
Ebony HorseR	2.50	4.00	6.00
● El-HajjājR	3.00	4.00	7.00
Elephant GraveyardR	14.00	22.00	25.00
Erg RaidersC	1.00	2.00	3.00
Erhnam DjinnR	14.69	19,00	24.00
O Eye for an EyeU	2.00	3.00	6.00
Flying CarpetU	2.00	3.00	5.00
Full Set (78 cards) Boaster Pack (8 cards) Boaster Pack (8 cards) Boaster Pack (80 packs) Unlisted Commons Abu Jafra U Aladdin R Botte of Sulciman R Botte of Sulciman R Botte of Sulciman R City of Brass U Dancing Scimitar R Desert Wister U Dancing Scimitar R Desert Wister U Diamond Valley R El-Hajjāj R El-Hajjāj R El-Hajjāj R El-Hajjāj R El-Hajjāj R Fying Carpet U Fying Men C Guardian Beast R H H Hf Effetet R	2.50	3.50	5.00
Guardian BeastR	25.00	40.00	60.00
● Ifh-Biff Efreet R	12.00	18.00	30.00

ARABIAN NIGHTS

WIZARDS OF THE COL	IST-19	94	
Full Set (100 cards)	250.00	265.00	310.00
Booster Pack (8 cards)	15.00	22.00	27.00
Booster Box (60 packs)	B50.00	900.00	950.00
Unlisted Uncommons	1.00	2.00	3.00
Unlisted Commons	.50	.75	1.00
Gringing Continues 211117711			1100
O Argivian Archaeologist R	12.00	16.00	30.00
Armageddon ClockR	2.50	3.50	5.00
Ashnod's AltarR	1.00	2.00	3.00
Ashnod's Battle Gear R	1.00	2.00	3.00
Bronze TabletR	2.50	3.50	6.00
 Candelabra of Tawnos R 	24.00	35.00	45.00
Clockwork AvianR	3.00	4.00	6.00
Colossus of SardiaR	3.00	5.00	7.00
Coral HelmR	2.50	3.50	5.00
Feldon's CaneU	2.00	3.00	8.00
Gaea's AvengerR	3.00	5.00	8.00
Gate to Phyrexia U	2.00	3.00	4.00
Golgothian SylexR	3.00	4.00	6.00
Uniquella Danell Danell	2.00	3.00	7.00
Hurkyl's RecallR Ivory TowerU	4.00	6.00	8.00
lalum Tomo	2.00		
Jalum TomeR	2.00	3.00	5.00 4.00
Mightstone U Millstone U	4.00		
annistane (F-18)			
 Mishra's Factory (Fall) U Mishra's Factory (Spring) 	5.00	7.00	10.00
	4.00	0.00	10.00
A B B B B B B B B B B	4.00	8.00	12.00
Mishra's Factory (Summer	0.00	10.00	10.00
	8.00	10.00	18.00
Mishra's Factory (Winter)	10.00	45.00	10.00
R	10.00	15.00	18.00
Mishra's War Machine R	4.00	5.00	6.00
Mishra's WorkshopR	22.00	30.00	38.00
Dbelisk of UndoingR	5.00	7.00	9.00
Power ArtifactU	4.00	8.00	7.00
ShapeshifterR	3.00	4.00	5.00
ShatterstormR	2.50	3.50	9.00
Strip Mine (Horizon, Even)			
U	3.00	6.00	8.00
Strip Mine (Horizon, Uneve			
J	4.50	6.00	9.00
 Strip Mine (No Horizon) U 	4.50	6.00	8.00
Strip Mine (Small Tower)	-		
R	7.00	10.00	13.00
● Su-Chi	4.00	6.00	8.00
Tawnos's CoffinR	6.00	10.00	12.00
Tetravus	3.00	4.00	6.00
The Rack	3.00	4.00	5.00
Transmute ArtifactU	3.00	4.00	5.00
Triskelion	3.00	4.00	9.00
Urza's AvengerR Urza's MiterR	2.50	3.50	6.00
Urza's Mitter R	3.00	4.00	5.00
Yawgmoth DemonR	3.00	4.00	7.00

ANTIQUITIES *

RANGE

SHATNER

James T. Kirk, lowa farm boy turned Starfleet captain. But what we want to know is why in the name of the Alpha Quad-rant anyone would name their child "Tiberius." His brother was George Samuel Kirk, so maybe Jimmy's folks just hated him alone. We dunno. Maybe he had an illegitimate Roman father or maybe it's Denevian for "he who gets his shirt ripped off a lot and makes it with chicks in miniskirts." Your guess is as good as ours. Although we like to think he

wasn't named after the guanogenerating Tiberian Bats.



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i			
O Serra Advocate (Foil) U	9.00	13.00	18.00
O Serra AngelR	4.00	8.00	00,8
Serra Angel (Foil)R	55.00	65.00	80.00
Shivan DragonR	5.00	7.00	12.00
Shivan Dragon (Foil) R	40.00	50.00	70.00
Shock (Foil)C	3.00	4.00	6.00
Sky Diamond (Foil)U	4.00	5.00	7.00
O Southern Paladin R	3.00	4.00	5.00
O Spirit Link (Fail)U	5.00	7.00	11.00
Static OrbR	4.00	5.00	6.00
Stone Rain (Foil) C	3.00	4.00	6.00
Storm CauldronR	1.50	2.00	3.00
 Stronghold Assassin R 	1.50	2.50	3.50
Sulfurous Springs R	3.00	4.00	6.00
 Sulfurous Springs (Foil) R 	30.00	35.00	45.00
O SumwebR	1.50	2.50	3.50
■ Tainted Æther R	1.50	2.00	3.00
Teferi's Puzzle BoxR	1.50	3.00	4.00
Temporal AdeptR	1.50	3.00	4.00
Thom ElementalR	3.00	4.88	6.00
Trained OrggR	1.50	2.00	3.00
Uktabi WildcatsR	1.50	2.50	3.50
Underground River R	3.00	5.00	7.00
 Underground River (Foil)R 	30.00	35.00	45.00
 Verduran Enchantress R 	2.00	3.00	4.00
 Verduran Enchantress (Foil) 			
:R	6.00	10.00	15.00
Vernal BloomR	1.50	2.50	3.50
Vizzerdrix	1.50	2.00	3.00
 Volcanic Hammer (Foil) C 	3.00	4.00	7.00
: Wall of WonderR	1.50	2.00	3.00
 Western PaladinR 	2.50	3.50	4.50
● Wildfire	3.00	4.00	5.00
: O Worship	3.00	4.00	8.80
○ Worship (Foil)R	12.00	20.00	28.00
Wrath of GodR	5.00	7.00	8.00
O Wrath of God (Foil)R	50.00	65.00	80.00
 Yavimaya Enchantress (Foil) 			
	4.00	6.00	8.00

 Island Fish Jasconius R 	4.00	6.00	8.00
lstand of Wak-WakR	18.00	30.00	40.00
Jandor's Ring R	2.50	4.00	6.00
Jandor's Saddlebags R	2.50	4.00	8.00
Jeweled Bird	3.00	4.00	8.00
O JihadR	20.00	30.00	40.00
Junún EfreetR	5.00	7.00	10.00
Juzam DiinnR	110.00	150.00	180.00
Khabal GhoulU	15.00	22.00	36.00
O King SuleimanR	9.00	12.00	15.00
● Kird Ape	2.00	3.00	4.00
Library of AlexandriaU	70.00	90.00	110,00
Magnetic MountainU	2.00	3.00	4.00
Merchant ShipU	3.00	5.00	7.00
Mijae DjinnR	4.00	6.00	00.8
MountainC	6.00	0.00	12.00
● OasisU	2.00	4.00	5.00
Did Man of the SeaR	13.00	21.00	30.00
OublietteC	2.50	3.50	4.50
O Piety	2.00	3.00	4.00
PyramidsR	10.00	14.00	10.00
O Repentant Blacksmith R	3.00	4.00	6.00
Ring of Ma'rufR	20.00	28.00	35.00
Rukh EggC	4.00	7.00	12.00
Sandals of AbdallahU	2.00	4.00	8.00
Serendib DjinnR	15.00	20.00	25.00
Serendib EfreetR	16.00	25.00	35.00
O ShahrazadR	10.00	25.00	32.00
SinbadU	2.00	4.00	5.00
Singing TreeR	17.00	25.00	32.00
Sorceress QueenU	5.00	8.00	10.00
 Stone-Throwing Devils C 	3.00	4.00	5.00
Wyluli Wolf	1.50	2.50	4.00
Yowen EfreetR	4.00	7.00	9.00

L	EGENDS 🕋			
	IZARDS OF THE COA	CT.400	M	
	Il Set (310 cards)	750.00		950.00
	oster Pack (15 cards)	25.00	30.00	45.00
D.	oster Box (36 packs)		975.00	1100.00
DU	disted Uncommons	1.00	2.00	3.00
: UI	listed Commons	.50	.75	1.00
·	HISCHU LAMINAGHS	:00	.10	1.00
	Acid RainR	8.00	13.00	18.00
48	Adun DakenshieldR	5.00	7.00	11.00
0	Akron LegionnaireR	2.50	3.50	8.00
	Al-abara's CarpetR	4.50	6.00	8.00
	Alchor's TombR	5.00	7.00	9.00
	All Hallow's EveR	15.00	22.00	28.00
C	Angelic VoicesR	4.00	6.00	8.00
6	Angus Mackenzie R	6.00	9.00	11.00
	Arboria	3.00	4.00	5.00
483	Arcades SabbothR	6.00	8.00	13.00
	Arena of the Ancients R	2.00	3.00	5.00
- 4	Axelrod Gunnarson R	3.00	5.00	9.00
,	Avesha TanakaR	3.00	4.00	7.00
	Bartel RuneaxeR	5.00	7.00	11.00
	Boris DevilboonR	5.00	7.00	11.00
	Bronze HorseR	3.00	4.00	5.00
	Carrion Anto R	3.00	8.00	8.00
	Caverns of DespairR	3.00	4.00	8.00
	Chain LightningC	2.00	4.00	5.00
ě	Chain LightningC Chains of MephR	15.00	20.00	25.00
秘	ChromiumR	6.00	9.00	12.00
0	CleanseR	7.00	9.00	12.00
	Concordant Crossroads R	4.00	6.00	8.00
	Cosmic HorrorR	4.00	5.00	8.00
	Crimson ManticoreR	2.50	3.50	8.00
繳	Dakkon BlackbladeR	3.00	6.00	9.00
	DisharmonyR	4.50	6.00	8.00
O	Divine Intervention,R	5.00	7.00	9.00
: 0	Divine Transformation R	3.00	4.00	7.00
	Dream CoatU	3.00	4.00	5.00
: 0	Elder Land WurmR	4.00	5.00	8.50
	Elder SpawnR	2.50	4.00	6.00
	Elven RidersR	3.00	4.00	5.00
	EurekaR	15.00	22.00	30,00
	Falling Star	5.00	8.00	10.00
	Field of DreamsR	9.00	11.00	14.00
		8.00	10.00	16.00
	Forethought AmuletR	4.50	6.00	8.00
(8)	Gabriel AngelfireR	3.00	4.50	8.00
	Gauntlets of ChaosR	6.00	8.00	10.00
16	Gosta Dirk R	3.00	4.50	8.00

MAGIC DATA

C-COMMON U-UNCOMMON R-RARE

● ARTIFACT ● BLACK ● BLUE ※ GOLD ● GREEN ● RED ○ WHITE ● LAND

Section 1	1000		and the second	1000
Gravity Sphere	.R	6.00	9.00	12.00 :
O Greater Realm	.U	3.00	4.00	5.00 :
Greed	.R	3.00	5.00	7.00
Greed Gwendlya Di Corci Halfdane	R		10.00	15.00
		5.00 2.50	7.00 3.50	9.00
HammerheimHazezon Tamar	B	3.00	5.00	10.00
Heil's Caretaker	.R	4.00	6,00	9.00
Hellfire	.R	7.00	10.00	13,00
Horn of Deafening	.R	2.50	3.50	8.00
● Imprison	.R	3.00	6.00 6.00	0.00
In the Eye of ChaosInfernal Medusa	.K	4.00 3.00	4.00	9.00 5.00
Infernal Medusa	P	3.00	4.50	8.00
O Infinite Authority	1	6.00	10.00	14.00
∅ Jacques le Vert	.R	6.00	9.00	12.00
Johan Jovial Evil	.R	4.00	6.00	10.00
Jovial Evil	.K	7.00 4.00	9.00 5.00	12.00 ÷
Juxtapose Karakas	11	2.50	3.50	4.50
% Kei Takahashi		3.00	5.00	8.00
Killer Bees	.R	5.00	7.00	9.00
Knowledge Vault	.R	5.00	7.00	10.00
Kobold Drill Sergeant		5.00 8.00	7,00 11.00	8.00 14.00
Kobold Overlord	-K	4.50	6.00	10.00
 Kobold Taskmaster Lady Caleria 	.R	4.00	6.00	9.00
Bady Evangela	.R	5.00	6.00	8.00
Lady Evangela Land Equilibrium Land Tax	.R	7.00	10.00	14.00
O Land Tax	Ų.	3.00	5.00	7.00
Life Chisel	,K	4.00 3.00	5.00 4.00	8.00 5.00
Life Matrix	·R	4.00	6.00	8.00
O Lifeblood	.R	4.50	6.00	8.00
Living Plane	.R	5.00	9.00	12.00
Mone Drain	.R	5.00 25.00	7,00 35.00	10.00 E
Mana Drain Mana Matrix	R	25.00 5.00	7.00	12.00 15.00
Master of the Hunt	.R	7.00	10.00	15.00
Master of the Hunt Mirror Universe	.R	40.00	50.00	70.00
O Moat	.,К	35.00	48.00	60.00 8.00
 Mold Demon Nebuchadnezzar 	л Я	3.00 4.00	5.00 5.00	8.00
Nether Void	.R	27.00	37.00	55.00
Nether Void Nicol Bolas North Star	R	8.00	11,00	15.00
		4.00 4.50	6.00 6.00	8.00 12.00
Nova Pentacle	R	7.00	9.00	13.00
Pendelhaven	U	3.00	4.00	5.00
O Petra Sphinx	R	3.00	4.00	6.00
Pixie Queen	R	4.00 5.00	5.00 8.00	8.90 11.00
Planar Gate Presence of the Maste	n.r.	3.00	4.00	5.00
Psionic Entity	R	3,00	4.00	6.00
Busrum Treach Grome	PSR.	5.00	7.00	9.00
Ragnar	R	3.00	4.00 7.00	8.00 12.00
Ramses Overdark .	л Я	5.00 3.00	4.00	8.00
Rasputin Dreamweave	r R	4.00	6.00	8.00
Repirth	К	3.00	4.00	5.00
Recall	K	4.00 3.00	6.00 4.00	8.00 5.00
Revelation	R	3.00	4.00	7.00
Reverberation		3.00	6.00	9.00
Ring of Immortals .	<u>R</u>	5.00	7.00	10.00 10.00
Rohgahh of Kher Keel Rubinia Soulsinger		6.00 4.50	8.00 6.00	10.00
Sentinel	R	3.00	4.50	6.00
Serpent Generator .	R	4.00	5.00	8.00
201 KSHAL SWAILID MIII	u n	5.00	8.00	11.00 5.00
Spectral Cloak Spinal Villain	u	3.00 4.00	4.00 7.00	10.00
O Spirit Link		3.00	4.00	5.00
O Spiritual Sanctuary .	٠.٣	5.00	7.00	10.00
Stangg Storm Seeker	R	3.00	4.50	8.00 4.50
Storm Seeker	U	2.00 3.00	3.00 5.00	
Storm Seeker Storm World Sword of the Ages	R	10.00	15.00	20.00
Svivan Library	. U	4.00	5.00	6,00 8,00
Telekinesis	, K	4.00 3.00	6.00 5.00	8.00
Tempest Efreet	. R	2.50	3.50	5.00
Tetsuo Umezawa	R	8.00	11.00	14.00
 The Abyss The Tabernacie at P. 	R	35.00	50.00	65.00
The Wretched	RESER	16.00 3.00	21.00 5.00	27,00 9,00
O Thunder Spirit	R	12.00	18.00	28.00
O Thunder Spirit Time Elemental	R	4.00	7.00	12.00
IOISUS	10	2.00	4.00 4.00	5.00 8.00
Triassic Egg	77R	4,50	6.00	8.00
Typhoon	R	3.00	4.00	8.00
 Underworld Dreams 	.,.U	15,00	24.DO	30.00
Ur-Drago	e. R	3.00	4,50 3,00	8.00 4.00
Urborg S Vaevictis Asmadi	, R		9.00	12.00
₩ Vondon Dall	B	3.00	4.00	5.00
Wall of Opposition	<u>Ř</u>	2.50	3.50	6.00
■ Willow Satyr	B	4.00	5,00 4.00	8.00 6.00
Wall of Opposition Willow Satyr Winter Blast Wood Elemental	R	3.00	4.00	6.00
Xira Arien		3.00	4.50	8,00
	-			
THE DARK	(,		
WIZARDS OF THE	_	AST-100	14	
			120.00	140.00
Booster Pack (8 cards)		7.00	8.00	10.00
Booster Box (60 packs)	***	290.00	305.00	320.00

.25

2.00

Booster Box (60 packs) ... Unlisted Uncommons

Unlisted Commons

140.00 10.00 320.00 3.00 .75

		Section 1	ager or	(Carlon Shall
:	Apprentice WizardR	1.00	2.00	3.00
:	Ball Lightning R	7.00	11.00	17.00
:	Barl's CageR	2.50	3.50	4.50
:	Blood MoonR	1.50	4.00	6.00
:	City of ShadowsR	2.00	3.00	4.00
ŧ	O CleansingR	1.50	2.50	4.50
ŧ	Dance of ManyR	2.50	3.50	4.50
Ē	Eternal Flame R	3.00	4.00	5.00
i	O ExorcistR	3,00	4.00	6.00
ŧ	 Frankenstein's Monster R 	3.00	4.00	6.00
i	Goblin Wizard R	4.00	6.00	7.00
i	Grave RobbersR	1.00	2.00	4.50
:	Hidden PathR	2.00	3.00	4.00
:	● InfernoR	1.50	2.50	5.00
:	O Knights of ThornR	1.50	3.00	4.50
:		2.50	3.50	5.00
:	LurkerR	1.50	2.50	5.00
:	Mana ClashR	1.50	2.50	3.50
÷	Mana VortexR	1.00	2.00	3.00
÷	O Martyr's CryR	1.00	2.00	4.00
:	● Maze of lth	6.00	9.00	11.00
÷	Merfolk Assassin U	2.00	3.00	5.00
i	Mind BombR	1,00	2.00	3.00
÷	Nameless RaceR	1.50	2.50	4.50
÷	Niall SilvainR	1.00	2.00	3,00
给有中国化学 化自己 医电影	O PreacherR	4.00	6.00	8.00
i	■ Rag ManR	1.00	2.00	3.00
÷	Safe HavenR	3.00	4.00	5.00
÷	 Scarwood BanditsR 	1.50	2.50	4.00
į	 Season of the Witch R 	1.50	2.50	4.00 3.50
i	Sorrow's PathR	1.50	2.50	
:	Stone CalendarR	3.00	4.00	5.00
:	● Tracker	2.00	3.00	4.00
:	War Barge	1.50 1.50	3.00 2.50	4.00
:	O Witch HunterR	1.50	2.50	4.00
:	Worms of the EarthR	1.50	2.50	3.50
:	Wormwood Treefolk,R	1,00	4.90	0.00
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:	UP YC	ור _	\square	
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		And the last of th	A THAI STORY OF THE PARTY OF	- Company

:	● Thelon's CurseR	.50	.75	1.00
:	Thelonite MonkR	1.00	2.00	3.00
:	Thrull ChampionR	1.50	2.50	3.50
:	Tourach's GateR	.75	1.00	1.50
i	Vodalian KnightsR	1.00	2.00	3.00
:	Wodalian War Machine R	1.00	2.00	3.00
i	Telyon SwordR	1.00	2.00	3.00
i	& Zelyon Gerora	1.00	2.00	0.00
÷				
÷	ICE AGE			
1	WIZARDS OF THE COA	CT_100	15	
÷		170.00	180.00	200.00
i	Full Set (363 cards) Booster Pack (15 cards)	3.00	4.00	5.00
÷		180.00	110.00	140.00
:	Booster Box (36 packs) Starter Deck (60 cards)	9.00	10.00	12.00
÷		90.00	100.00	120.00
:	Starter Box (10 decks)	.50	.75	1.00
÷		.10	.25	.35
i	Unlisted Commans	, (10)	.20	,Ji
i	Abyssal Specter U	1.00	1.50	2.50
i	Adarkar Wastes R	3.00	5.00	7.00
i		1.50	2.00	3.00
:	Altar of BoneR	1.50	2.00	3.00
:	Amulet of QuozR	1.50	2.00	3.00
:	AnarchyU	1.00	1.50	2.50
:	Balduvian HydraR	1.50	2.50	3.50
:	O Blinking SpiritR	3.00	4.00	5.00
:	Blizzard	1.00	2.00	3.00
:	Brand of III OmenR	1.50	2.00	3.00
:	Brushland	3.00	4.00	6.00
:	O Call to ArmsR	1.00	2.00	3.00
:	O Caribou RangeR	1.50	2.50	3.50
:	Celestial SwordR	1.50	2.00	3.00
	Chaos LordR	1,50	2.00	3.00
:	Chaos MoonR	1.00	2.00	3.00
:	Chromatic ArmorR	1.50	2.00	3.00
1	Crown of the AgesR	1.50	2.50	3.5
:	Curse of Marit LageR	1.50	2.00	3.00
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CLASSING SAME	######################################	Caracter Strategy and	CAST CONTRACTOR
1.00	JokulhaupsR	3.00	4.00
3.00	Karplusan Forest R	3.00	5.00
3.50	Karolusan YetiR	1.50	2.50
1.50	O Kieldoran Knight R	1.50	2.00
3.00	O Kjeldoran PhalanxR	1.50	2.00
3.00	O Kieldoran Royal Guard R	1.00	2.00
3.00	Krovíkan VampireU	1.00	2.00
3.00	Land CapR	1.00	2.00
	A Low Tubes D	1.00	2.00
	Lava Tubes	3.00	4.00
	Linksing Plant	1.50	2.00
	O Lightning BlowR	1.50	2.00
200.00	O Lost Order of Jarkeld R	1.50	2.50
5.00	Magus of the Unseen R		
40.00	Marton StromgaldR	2.00	3.00
12.00	O MercenariesR	1.50	2,00
20.00	Merieke Ri BeritR	1.50	2.50
1.00	Mesmeric TranceR	1.50	2.00
.35	 Mind Whip,R 	1.50	2,00
.00	 Minion of Leshrac R 	2.00	3.00
2.50	 Minion of Tevesh Szat R 	2.00	3,00
7.00	Monsoon	1.50	2.00
3.00	Mountain TitanR	1,50	2.00
3.00	MudslideR	1.50	2.00
	MusicianR	1.50	2.00
3.00	Mystic MightR	1.50	2.00
2.50	Naked SingularityR	2.00	3.00
3.50	NecropotenceR	3.00	4.00
5.00	Dath of Lim-DulR	1.50	2.00
3.00	Orcish LibrarianR	1.50	2.50
3.00	Orcish SquattersR	1.50	2.50
6.00	O Order of the S. Torch R	2.00	3.00
3.00	Pale BearsR	1.00	2.00
3.50	Pale bears	1.50	2.50
3.00	Polar KrakenR	2.50	3.50
3,00		2.00	3.00
3.00	● PoxR	1.00	2.00
3.00	Pygmy AllosaurusR	1.50	2.50
3.50	Reality TwistR		
3.00	Reclamation	2.00	3.00
	Ritual of Subdual R	1.50	2.00
_	River DeltaR	1.50	2.00
	: ® Runed ArchR	1.50	2.00
-	: O Seraph	3.00	4.00
	Shyft	1.50	2.50
10.2	🗦 🍩 Sibilant SpiritR	1.50	2.50
and a	Skeleton ShipR	1.00	2.00
4	Runed Arch R Suraph R Seraph R Shighart Spirit R Skeleton Ship R Snow Fortress R Snowbind R Soldevi Golem R Soldevi Golem R	1.50	2.00
	SnowblindR	1.50	2.00
	: Soldevi GolemR	1.50	2.00
0.00	Snoils of Evil R	2.00	3.00

 JokulhaupsR Karplusan ForestR Karplusan YetiR 	3.00	4.00	5.00
 Karplusan Forest R 	3.00	5.00	7.00
	1.50	2.50 2.00	3.50 3.60
O Kjeldoran Knight R	1,50 1.50	2.00	3.00
O Kjeldoran PhalanxR O Kjeldoran Royal Guard R	1.00	2.00	3.00
Krovikan VampireU	1.00	2.00	3,00
● Land CapR	1.00	2.00	3.00
Lava TubesR	1.00	2.00	3.00
Lava Tubes	3.00	4.00	5.00
O Lightning BlowR	1.50	2.00	3.00
○ Lost Order of Jarkeld R ■ Magus of the Unseen R	1.50	2.00	3.00
Magus of the Unseen R	1.50	2.50	3.50
Marton StromgaldR	2.00	3.00	4.00
O MercenariesR	1.50	2.00 2.50	3.00
Merieke Ri BeritR Mesmeric TranceR	1.50 1.50	2.00	3.00
Mind Whip,R	1.50	2.00	3.00
Minion of Leshrac R	2.00	3.00	4.00
 Minion of Tevesh Szat R 	2.00	3.00	4.00
Monsoon R Mountain Titan R Mudslide R	1,50	2.00	3.00
# Mountain TitanR	1.50	2.00	3.00
MudslideR	1.50	2.00	3.00
MusicianR	1.50	2.90	3.00
Musician R Mystic Might R Naked Singularity R New New Control R	1.50	2.00	3.00
Naked SingularityR	2.00	3.00	4.00
Necropotence	3.00	4.00 2.00	6.00 3.00
and of rilli-not	1.50 1.50	2.50	3.50
 Orcish LibrarianR Orcish SquattersR 	1.50	2.50	3.50
Order of the S. Torch R	2.00	3.00	4.00
Pale BearsR	1.00	2.00	3.00
Pentagram of the Ages R	1.50	2.50	3.50
Polar KrakenR	2.50	3.50	4.50
■ Pox	2.00	3.00	4.00
Pygmy AllosaurusR Reality TwistR	1.00	2.00	3.00
Reality TwistR	1.50	2.50	3.50
Reclamation	2.00	3.00	4.00 3.00
Ritual of Subdual K	1.50 1.50	2,00 2,00	3.00
River DeltaR	1,50	2.00	3.00
 Runed ArchR SeraphR 	3.00	4.00	5.00
Shyft R Sibilant Spirit R Skeleton Ship R Snow Fortress R Snowblind R	1.50	2.50	3.50
Sibilant SpiritR	1.50	2.50	3.50
Skeleton ShipR	1.00	2.00	3.00
Snow FortressR	1.50	2.00	3.00
SnowblindR	1.50	2.00	3.00
A SOURCE INSIDE	1.50	2.00	3.00
Spoils of EvilRSpoils of WarR	2,00 1,50	3.00 2.50	4.00
Staff of the Ages R	1.50	2.00	3.00
■ Stampeda R	1.50	2.50	3.50
Storm SairitR	1.50	2.00	3.00
StormbindR	2.50	3.50	4.50
Stromgald CabalR	1.00	2.00	3.00
Storm Spirit R Stormbind R Stromgald Cabal R Stunted Growth R	1.50	2.50	3.50
Suffurous SpringsK	3.00	5.00	8.00
 Swords to Plowshares U 	.75	1.50	2.00
Timberline RidgeR	1.50	2.00	3.00
Time BombR	1.50 1.50	2.50 2.90	3,50 3.00
Total WarR	2.00	3.00	4.00
● Trailblazer R ● Underground River R ● Veldt R	3.00	5.00	7.00
● Veldt R	1.00	2.00	3.00
Wexing ArcanixR	2.00	3.00	4.00
Vexing ArcanixRVibrating SphereR	1.50	2.00	3.00
WiitigoR	2.50	3.50	4.50
Wittigo	1.50	2.00	3.00
Wrath of Marit LageR	2.00	3.00	4.00
Zur's WeirdingRZuran OrbU	2.50	3.50 3.00	4.50
Lucan um	C LUI	3.00	9,00

TASKS AT HAND

Here's a card with some nasty combo potential. Since the Magic rules now let you activate en-Kor creatures as many times as you want to, just point one at your Task Force, giving it nighinfinite toughness. Then sacrifice it to Worthy Cause and gain a kajillion life. Or to be even meaner, About Face the Force and then attack with it, Fling it at your opponent or knock out his library with Altar Of Dementia. Who in the heck says the Task Force is a crappy card? It's a force to be reckoned with, most definitely.



FALLEN EMPIF	RES		
WIZARDS OF THE COAS	ST-199	4	
Full Set (187 cards)	30.00	40.00	45.00
Booster Pack (8 cards)	.75	1.50	1.50
Booster Box (60 packs)	35.00	40.00	50.00
Unlisted Uncommons	.50	1.00	2.00
	.10	.20	.25
Unlisted Commons	410	,ZU	44
Oh Applimite D	1.00	2.00	3.00
AeolipileR		1.00	1.50
Balm of RestorationR	.75		
Bottomless VaultR	.75	1.00	1.50
Breeding Plt	1.00	1,50	2.50
Conch HomR	.75	1.00	2.00
Belif's CubeR	.75	1.00	2.00
Derelor	2.00	3,00	4.00
Draconian CviixR	.75	1.00	1.50
Dwarven Armorer R	.75	1.00	1.50
Dwarven Hold R	1.00	2.00	3.00
● Ebon PraetorR	1.00	2.00	3.00
Elven LyreR	.75	1.00	1.50
S Engli Pito (1) (1)	4 70	0.70	OFF

Offision Commons	+100	NAME OF THE PERSON	- Lipson
AeolipileR	1.00	2.00	3.00
Balm of RestorationR	.75	1.00	1.50
Bottomiess VaultR	.75	1.00	1.50
Breeding Pit	1.00	1.50	2.50
Conch HomR	.75	1.00	2.00
Delit's CubeR	.75	1.00	2.00
Dereigr	2.00	3.00	4.00
Draconian CylixR	.75	1.00	1.50
Dwarven Armorer R	.75	1.00	1.50
Dwarven HoldR	1.00	2.00	3.00
● Ebon PraetorR	1.00	2.00	3.00
Elven LyreR	.75	1.00	1.50
■ Elvish Farmer R	1.50	2.00	2.50
Fungal Bloom R	1.00	2.00	3.00
Goblin Fletilla R	.75	1.00	1.50
Goblin WarrensR	.75	1,00	1.50
O Hand of JusticeR	1.00	2.00	3.00
Hollow TreesR	.75	1.00	1.50
Homarid ShamanR	.75	1.00	1.50
O Icatian LieutenantR	.75	1.00	1.50
O Icatian SkirmishersR	.75	1.00	1.50
lcatian StoreR	1,00	2.00	3.00
O Icatian TownR	.75	1.00	1.50
Implements of Sacrifice R	.75	1.00	1.50
OrggR	2.00	3.00	4.00
Rainbow ValeR	1,50	2.50	3.50
Ring of RenewalR	.75	1.00	1.50
River MerfolkR	1.00	2.00	3.00
Sand Silos R	.75	1.00	1.50
Spirit ShieldR	.75	1.00	1.50
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	DeflectionR	3.00	4.00	5.00
i	Demonic Consultation U	.75	1.50	2.00
ŧ	Despotic ScepterR	1.50	2.50	3.50
÷	Dread WightR	1.00	2.00	3.00
÷	Dwarven ArmoryR	1.50	2.50	4.00
i	⊕ EarthlinkR	1.00	2.00	3.00
i	Elder Druld	1.50	2.50	3,50
ŝ	Elemental AuguryR	1.50	2.00	3.00
i	Elkin BottleR	1.50	2.50	3,50
ŧ	O Enduring RenewalR	2.50	4.00	6.00
i	O Energy StormR	1.00	2.00	3.00
ŝ	Fiery JusticeR	1.50	2,00	3.00
ŝ	Flooded WoodlandsR	1.50	2.60	3.00
i	Flow of MaggotsR	1.50	2.00	3.00
i	Forbidden LoreR	1.50	2.00	3.00
i	O FormationR	1.00	2.00	3.00
i	Freyalise's Winds R	1.50	2.00	3.00
ŝ	Fyndham PollenR	1,50	2.00	3.00
中华中华的教徒的经验的 医克拉克氏 医克尔氏性 医克勒氏性 医皮肤性 医水杨醇	Game of ChaosR	1.50	2.00	3.00
:	General JarkeldR	1.50	2.00	3.00
:	Ghostly FlameR	1.00	2.00	3.00
÷	Glacial Crevasses R	1.50	2.00	3.00
:	@ GlaciersR	1.50	2.00	3.00
i	Goblin LyreR	1.00	2.00	3.00
:	GravebindR	1.00	2.00	3.00
:	Halts of MistR	1.00	2.00	3.00
÷	HecatombR	2.50	3.50	4.50
:	Hot SpringsR	1.50	2.00	3.00
i	lce CauldronR	2.00	3.00	4.00
è	⊕ łcy ManipulaterÛ	3.00	5.00	7.00
:	icy PrisonR	1.50	2.00	3.00
:	Illusionary Presence R	1.50	2.00	3.00
:	Illusions of Grandeur R	5.00	7.00	8.00
3	Infernal DarknessR	2.00	3.00	4.00
:	Infernal DenizenR	1.50	2.00	3.00
3	⊕ Infinite Hourglass R	1.00	2.00	3.00
化水色层 甲基甲基环 医阿伊格 医生物 医甲基甲基甲基甲基甲基甲基甲甲基甲基甲基甲基甲基甲基甲基甲基甲基甲基甲基甲基甲	Jester's CapR	3.00	6.00	8.00
1		3.00	4.00	5.00

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CHRONICLES WIZARDS OF THE COA! Full Set (125 cards) Booster Pack (12 cards) Booster Box (45 packs) Unlisted Uncommons Unlisted Uncommons Unlisted Uncommons Akron Legionnaire R Adddin R Aradies Sabboth R Arradies Sabboth R Arradies Sabboth R Arradies Sabboth R Aradies Sabboth R Arena of the Ancients R Arena of Washing R Arena of Washing R Arena of Washing R Arena of Washing R Book of Rass R Brorze Horse R Brorze Horse R Chromitum R Chromitum R Boahed Black Blackblade R Cyclone Dance of Wany R Bahriel Angelfrie R Bance of Wany R Bahriel Angelfrie R Bance of Wany R Bahriel Angelfrie R Bahriel Sareteker R Horn of Deatening R Jinfinita Authority R Jalum Tome R Jalum Tome R Jalum Johan R Jukapasse R Land's Edge R Nebuchadnezzar R Nicol Bolass R	ST-199	5	
Full Set (125 cards)	65.00	75.00	85.00
Booster Pack (12 cards)	2.00	2.50	4.00
Booster Box (45 packs)	90.00	100.00	120.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	25
Dimated Committee	.10	LU	, Lo
O Akron LegionnaireR	1.00	2.00	3.00
AladdinR	1.50	2.00	3.00
O Angelic VoicesR	1.00	2.00	3.00
Arcades SabbothR	2.00	3.00	5.00
Arena of the Ancients R	.75	1.00	1.50
Axelrod GunnarsonR	1.00	2.00	3.00
Ayesha TanakaR	1.00	2.00	3.00
Barl's CageR	.75	1.00	1.50
Blood MoonR	1.00	2.00	3.00
Book of Rass	.75	1.00	1.50
Bronze HorseR	1.50	2.00	3.00
mark ChromiumR	3.00	4.00	5.00
City of BrassR	4.00	5.00	6.00
Concordant Crossroads R	1.50	2.50	4.00
CycloneR	.75	1.00	1.50
Bakkon BlackbladeR	2.50	3.50	4.50
Dance of ManyR	1.50	2.00	3.00
@ Gabriel AngelfireR	1.00	2.00	3.00
Gauntlets of ChaosR	1.50	2.00	3.00
Hell's CaretakerR	1.00	2.00	3.00
Horn of DeafeningR	.75	1,00	1.50
O Infinite AuthorityR	1.50	2.00	3.00
₩ Jalum TomeR	1.00	2.00	3.00
R	1.00	2.00	3.00
🖔 JohanR	2,50	3.50	4.50
⊕ JuxtaposeR	1.50	2.00	3.00
: • Land's EdgeR	1.00	2.00	3.00
🌼 NebuchadnezzarR	2.00	3.00	4.00
: 🎨 Nicol BolasR	4.00	5.00	6.00



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Palladia-Mors R Petra Sphinx R Rakalite R Recall U Revelation R Rubinia Soutsinger R Safe Haven R Sertinel R Serpent Generator R Schang R Teleport R The Wretched R Triassic Egg R Vaevictis Asmadl R	2.60 1.50 .75 1.00 1.00 1.50 1.50 1.50 1.50 1.00 1.0	3.00 2.50 1.00 1.50 2.00 2.00 2.50 2.00 2.50 2.00 2.00 2	4.00 3.50 2.00 3.00 3.00 3.50 3.00 3.50 3.00 3.00 4.00
			4.00 1.50 3.00
Yawgmoth DemonR	1.00	2.00	3.00

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Helm of ObedienceR	3.00	4.00	7.00
O Ivory GargoyleR	1.50	2.50	4.00
■ KaysaR	2.50	3.50	5.00
 Keeper of Tresserhorn R 	2.00	3.00	4.00
 Kjeldoran OutpostR 	4.00	6.00	8.00
Krovikan HorrorR	2.00	3.00	4.00
Lake of the Dead R	4.00	6.00	8.00
Library of Lat-NamR	1.00	2.00	3.00
Lodestone BaubleR	1.00	2.00	3.00
Lord of TresserhomR	3.00	4.00	5.00
Misfortune R	1.50	2.50	3.50
Nature's WrathR	1.00	2.00	3.00
Omen of FireR	1.00	2.00	3.00
Phantasmal SphereR	1.00	2.00	3.00
PhelddagrifR	1.50	2.50	4.00
Phyrexian DevourerR	1.50	2.50	3.50
Phyrexian PortalR	2.00	3.00	4.00
PillageU	1.00	2.50	3.00

Ashen PowderR	2.00	3.00	4.00
Asmira, Holy Avenger R	1.50	2.50	3.50
 Auspicious Ancestor R 	2.00	3.00	4.00
Barreling AttackR	1.50	2.50	3.50
Bazaar of WondersR	2.00	3.00	4.00
Benthic DjinnR	2.00	3.00	4.00
Bone MaskR	1.50	2.50	3.50
BrushwaggR	1.00	2.00	3.00
BrushwaggRCadaverous BloomR	3.00	4.00	5.00
Canopy DragonRCarrionR	2.00	3.00	4.50
Carrion	3.00	4.00	5.00
Catacomb DragonR	3.00	4.50	6.00
O Celestial DawnR	2.00	3.00	5.00
ChaosphereR	1.00	2.00	3.50
Circle of DespairR	1.50	2.50	3.50
Crimson HellkiteR	3.00	4.00	6.00
Cursed TotemR	2.00	3.00	4.00
Cycle of LifeR	1.00	2.00	3.00
 Daring ApprenticeR 	2.00	3.00	4.00
Cycle of LifeR Daring ApprenticeR Discordant SpiritR	2.00	3.00	4.00
Dissipate	1.00	2.00	3.00
O Divine Retribution R	2.00	3.00	4.00
Early HarvestR	1.50	2.50	3.50
Emberwilde CaliphR	2.00	3.00	4.00
Emberwilde DjinnR	2.00	3.80	4.00
Energy BoltR	1.00	2.00	3.00
Energy VortexR	2.00	3.00	4.00
O Enlightened TutorU	1.50	2.50	3.50
C Ethereal ChampionR	1.00	2.00	3.00
Final FortuneR	1.50	2.50	5.00
Fire Diamond U	.75	1.50	2.00
FlashR	2.00	3.00	4.00
● Flash	2.00	3.00	4.00
Forsaken Wastes R	2.00	3.00	4.00
Frenetic EfreetR	2.00	3.00	4.00
¶ Grim FeastR	2.00	3.00	4.00
Grinning TotemR	3.00	4.00	5.50
Hakim, LoreweaverR	2,00	3.00	4.00

ReparationsR	1.50	2.50	3.50
Rock BasiliskR	2.00	3.00	4.00
O Sacred MesaR	2.00	3.00	5.00
Sawback ManticoreR	2.00	3.00	4.00
 Seeds of innocenceR 	1.00	2.00	3.00
■ Shallow GraveR	2.00	3.00	4.00
 Shauku, Endbringer R 	1.50	2.50	3.50
ShimmerR	2.00	3.00	4.00
O Sidar JabariR	1.50	2.50	4.00
Sky DiamondU	.75	1.50	2.00
O Soul EchoR	1.50	2.50	3.50
O Spectral GuardianR	2.00	3.00	4.00
 Spirit of the NightR 	4.50	6.50	8.50
Subterranean SpiritR	2.00	3.00	4.00
O SunwebR	1.50	2.50	3.50
 Tainted SpecterR 	2.00	3.00	4.00
TaniwhaR	2.00	3.00	4.00
Teeka's DragonR	3.00	4.00	6.00
Teferi's ImpR	2.00	3.00	4.00
Teferi's IsleR	3.00	4.00	5.00
Telim'TorR	2.00	3.00	4.00
Telim'Tar's EdictR	2.00	3.00	4.00
Tombstone Stairwell R	2.00	3.00	4.00
Torrent of Lava	2.00	3.00	4.00
Uktabi WildcatsR	1.50	2.50	4.00
Unfulfilled DesiresR	1.50	2.50	3.50
Ventifact BottleR	2.00	3.00	4.00
Volcanic DragonR	3.00	4.00	6.00
 Waiting in the Weeds R 	1.50	2.50	3.50
Warping WurmR	2.00	3.00	4.00
→ Wellspring R	1.00	2.00	3.00
○ Yare	1.50	2.50	3.50
Zirilan of the Claw R	3.00	4.00	5.00
O Zuberi, Golden Feather R	3.00	4.00	5.00
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HOMELANDS	0		
WIZARDS OF THE COA	ST-199	15	
Full Set (115 cards)	40.00	50.00	60.00
Booster Pack (8 cards)	1.50	2.00	3.00
Booster Box (60 packs)	60.00	75.00	100.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25
An-Zerrin Ruins	.75	1.00	1.50
Anaba AncestorR	.75	1.00	1.50
Anaba Spirit Crafter R	.75	1.00	1.50
Apocalypse ChimeR	.75	1.00	1.50
Autumn WillowR	3.00	4.00	5.00
O Aysen CrusaderR	.75	1.00	1.50
Aysen HighwayR	1.00	2.00	3.00
Baki¹s CurseR	.75	1.00	1.50
Baron SengirR	3.00	5.00	7.00
O Beast WalkersR	.75	1.00	1.50
Broken VisageR	.75	1.00	1.50
Chain Stasis	.75	1.00	1,50
♠ Didgeridaa	75	1.00	1.50

- Matanini Hillory	0.00	7.00	0.00
O Aysen CrusaderR	.75	1.00	1.50
Aysen HighwayR	1.00	2.00	3.00
Baki's CurseR	.75	1.00	1.50
Baron SengirR	3.00	5.00	7.00
O Beast WalkersR	.75	1.00	1.50
Broken VisageR	.75	1.00	1.50
Chain StasisR	.75	1.00	1.50
Didgeridoo R	.75	1.00	1.50
Dwarven PonyR	.75	1.00	1.50
Dwaryen Sea Clan R	.75	1.00	1.50
Faerie NobleR	1.00	1.50	2.00
Feroz's BanR	.75	1.00	1.50
• ForgetR	.50	.75	1.00
Grandmother Sengir R	.75	1.00	1.50
O Hazduhr the AbbotR	.75	1.00	1.50
Heart WolfR	.75	1.00	1.50
ironclaw CurseR	.50	.75	1.00
Koskun FallsR	1.00	1.50	2.00
O LeechesR	.75	1.00	1.50
Mammoth HarnessR	.75	1.00	1.50
MarjhanR	.75	1.00	1.50
Mystic DecreeR	1.00	2.00	3.00
NarwhalR	.75	1.00	1.50
Primal OrderR	.75	1.00	1.50
Reveka, Wizard Savant R	.75	1.00	1.50
Rysorian BadgerR	1.00	1.50	2.00
Sengir AutocratR	1.00	1.50	2.00
O Serra AviaryR	1.00	2.00	3.00
O Soraya the Falconer R	1.00	1.50	2.00
Timmerian FiendsR	1.00	1.50	2.00
O TruceR	.75	1.00	1.50
 Veldrane of SengirR 	.75	1.00	1.50
Wall of KeipR	.50	.75	1.00
Willow Priestess R	1.00	1.50	2.00
Winter SkyR	.75	1.00	1.50
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ALLIANCES 🤝		
WIZARDS OF THE COAST-1996		
Full Set (144 cards) 90.00 1	10.00	150.00

Booster Pack (12 cards)	2.50	3,50	5.00	
Booster Box (48 packs)	100.00	110.00	140.00	
Unlisted Uncommons	.75	1.00	1.50	
Unlisted Commons	.10	.25	.35	
Ashnod's CylixR	1.50	2.50	3.50	
Balduvian HordeR	3.00	4.00	6.00	
Balduvian Trading Post R	1.00	2.00	3.00	
Chaos Harleguin R	1.50	2.50	4.00	
Diminishing ReturnsR	1.50	2.50	3.50	
Dystopia	2.00	3.00	4.00	
O Exile	2.50	3.50	5.00	
Fatal LoreR	3.00	4.00	5.00	
Floodwater DamR	1.00	2.00	3.00	
@ Force of Will	7.00	9.00	11.00	
 Gargantuan GorillaR 	1.00	2.00	3.00	
Gustha's Scepter R	2.00	3.00	4.00	
Heart of YavimayaR	2.00	3.00	4.00	

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MONEY	MAKER

CHRONATOG

Who's that chomping at the door? Must be Chronatog and its band of weird, wild beast-ies. *Ddyssey's* brought us a bevy of new atogs and, in doing so, rekindled the flame for the originals. Each of the other four old ones has a new incarnation in the latest set, but Chronatog's the odd one out. It's the only one who eats time. That uniqueness—in addition to its rarity—will give you good reason to see it bump up a buck or two in coming months. Even though it's the black sheep of the family, no atog dock is complete without it.



Ritual of the Machine R	1.50	2.50	3.50
Rogue SkycaptainR	1.50	2.50	3.50
O Royal DecreeR	1.00	2.00	3.00
Sheltered ValleyR	1.00	2.00	3.00
Sol Grail	1.00	2.00	3.00
Soldevi DiggerR	2.00	3.00	4.00
Soldevi ExcavationsR	1.50	2.50	4.00
Splintering WindR	1.00	2.00	3.00
Storm CauldronR	1.50	2.50	3.50
O Sustaining SpiritR	1.50	2.50	3.50
O Sworn DefenderR	1.00	2.00	3.00
Thawing Glaciers R	4.00	6.00	8.00
Thought LashR	1.00	2.00	3.00
Tidal ControlR	1.50	2.50	3.50
● TornadoR	2.00	3.00	4.00
Urza's Engine R	1.50	2.50	3.50
Varchild's War-Riders R	1.00	2.00	3.00
Wandering MageR	1.50	2.50	3.50
Whirling CatapultR	.75	1.00	1.50
Winter's NightR	1.00	2.00	3.00

MIRAGE % WIZARDS OF THE COAST-1996 Full Set (335 cards) 150.00 180.00 210.00 Booster Pack (15 cards) 3.00 4.00 5.00

Booster Box (36 packs)	85.00	95.00	125.0
Starter Deck (80 cards)	9.00	10.00	12.0
Starter Box (12 decks)	90.00	95.00	110.0
Inlisted Uncommons	.50	.75	1.0
Infisted Commons	.10	.20	.25
Abyssal HunterR	2.00	3.00	4.00
Acidic Dagger R	2.00	3.00	4.00
Afiya GroveR	1.00	2.00	3.00
Amber PrisonR	1.50	2.50	3.50
Amulet of Unmaking R	2.00	3.00	4.0
Ancestral MemoriesR	1.50	2.50	3.5

	Hali of GemstoneR	2.00	3.00	4.00
i.	Hammer of Bogardan R	4.00	8.00	8.00
	 Harbinger of NightR 	2.00	3.00	4.00
П	Hivis of the ScaleR	2.00	3.00	4.00
	Illicit AuctionR	2.00	3.00	4.00
	● Infernal Contract R	2.00	3.00	4.00
	O Jabari's InfluenceR	1.50	2.50	3.50
	Jungle PatrolR	1.50	2.50	3.50
	 Kukemssa Pirates R 	1.50	2.50	3.50
	Leering GargoyleR	2.00	3.00	4.00
	Lion's Eye DiamondR	2.00	3.00	4.00
	Lure of PrevR	1.50	2.50	3.50
	Malignant GrowthR	2.00	3.00	4.00
	Mangara's TomeR	1.50	2.50	3.50
	MaroR	2.00	3.00	5.00
	 Mindbender SporesR 	1.00	2.00	3.00
	Miser's CageR	2.00	3.00	4.00
	Mist DragonR	3.00	4.00	5.50
	 Natural BalanceR 	2.50	3.50	4.50
	O Null Chamber R	2.50	3.50	4.50
	Paupers' CageR	2.00	3.00	4.00
	O Pearl DragonR	1.50	2.50	5.50
:	Phyrexian Dreadnought R	4.50	5.50	8.50
1	Phyrexian PurgeR	2.00	3.00	4.00
. :	Phyrexian TributeR	1.50	2.50	3.50
	Political TrickeryR	2.00	3.00	4.00
1	Polymorph R	1.50	2.50	3.50
	Preferred SelectionR	2.00	3.00	4.00
	Prismatic Lace,R	1.00	2.00	3.00
	Psychic TransferR	2.00	3.00	4.00
-	PurgatoryR	2.00	3.00	4.00
-	Purraj of UrborgR	2.00	3.00	4.00
-	O Rashida ScalebaneR	2.00	3.00	4.00
-	Ravenous VampireU	.75	1.50	2.00
-	Razor PendulumR	1.00	2.00	3.00
:	Reckless Embermage R	2.00	3.00	4.00
- 2				

WIZARDS OF THE COAST-1997				
Full Set (167 cards)	100,00	130.00	150.00	
Booster Pack (15 cards)	3.00	3.50	4.50	
Booster Box (36 packs)	100.00	110.00	130.00	
Unlisted Uncommons	.50	.75	1.00	
Unfisted Commons	.10	.20	.25	
● Aku DjinnR	2.00	3.00	4.00	
Anvil of BogardanR	2.00	3.00	4.00	
Anvil of BogardanR Archangel	3.00	5.00	6.00	
Bogardan PhoenixR	1.50	2.50	3.50	
Breathstealer's Crypt R	1.50	2.50	3.50	
City of Solitude R	3.00	4.00	5.00	
City of Solitude R	3.00		6.00	
Cerrosion R Creeping Mold U	1.50	2.50	3.50	
Greeping Moid	n on	2.00	4.00	
 DesertionR Diamond Kaleidoscope R 	2.00	3.00	4.00 4.00	
	1.50	2.50	3.50	
● Elkin Lair ,	1.50	2.50	3.50	
O Eye of Singularity R	1.50	2.50	3.50	
Femeref Enchantress R	2.00	3.00	4.00	
Firestorm Hellkite R	2.00	3.00	5.00	
Floorled Shoreline R	1.50	2.50	3.50	
Firestorm HellkiteR Flooded ShorelineR Forbidden RitualR	1.50	2.50	3.50	
Griffin CanyonR	3.00	4.00	5.00	
Guiding SpiritR	1.50	2.50	3.50	
● Kaervek's SpiteR	2.00	3.00	4.00	
 Kaervek's Spite R Katabatic Winds R 	1.50	2.50	3.50	
KookusR	1.50	2.50	3.50	
LichenthropeR	1.50	2.50	3.50	
 Lightning CloudR Longbow ArcherU 	1.50	2.50	3.50	
O Longbow ArcherU	.75	1.50	2.00	
Magma MineR	1.50	2.50	3.50	
Natural OrderR	3,00	4.00	5.00	
NecrosavantR	1.50 1.50	2.50 2.50	3.50 3.50	
 Ogre EnforcerR Phyrexian MarauderR 	3.00	4.00	5.00	
Pillar Tombs of AkuR	2.00	3.00	4.00	
Pygmy HippoR	2.00	3.00	4.00	
Quirion DruidR	2.00	3.00	4.00	
Rainbow EfreetR	2.00	3.00	4.00	
Relentless AssaultR	2.00	3.00	8.00	
O Retribution of the MeekR	1.50	2.50	3.50	
Righteous WarR	1.50	2.50	3.50	
● Rowen	2.00	3.00	4.00	
Sands of TimeR	2.00	3.00	4.00	
Snake BasketR	2.50	3.50	4.50	
Squandered Resources R	2.00	3.06	4.00	
Suleiman's LegacyR	1.50	2.50	3.50	
Teferi's Puzzle BoxR	3.00	4.00	5.00	
Teferi's RealmR	2.00	3.00	4.00	
Tithe Wisnes	2.00 3.00	3.00 4.50	4.00 6.00	
○ Tithe	1.50	2.50	3.50	
Undiscovered Paradise R	3.00	4.50	6.00	
Vampiric TutorR	4.00	6.00	8.00	
Viashivan DragonR	3.00	4.00	5.00	
Wand of Denial , R	2.50	3.50	4.50	
O Zhalfirin Crusader, R	2.00	3.00	4.00	
			_	

3.00 4.00

 VIZARIOS OF THE COAST-1997

 Full Set (167 cards)
 100.00
 115.00

 Booster Pack (15 cards)
 3.00
 3.50

 Booster Box (36 packs)
 90.00
 100.00

 Unlisted Uncommons
 5.0
 7.5

 Unisted Commons
 .10
 20
 135.00 4.00 110.90 1.00 .25

WEATHERLIGHT

MAGIC DATA

C-COMMON U-UNCOMMON R-RARE

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

O AbeyanceR	3.00	4.00	6.00
AborothR	2.00	3.00	4.00
O Alabaster DragonR	3.00	4.50	6.00
 Ancestral Knowledge R 	2.00	3.00	4.00
AvizoaR	1.50	2.50	3.50
Bone DancerR	2.00	3.00	4.00
Bosium StripR	2.00	3.00	4.00
Buhhle Matrix R	1.50	2.50	3.50
Bubble Matrix R Buried Alive	2.00	4.09	5.00
Call of the WildR	2.00	3.00	4.00
O Debt of LoyaltyR	2.00	3.00	4.50
Dense Foliage R	2.50	3.50	4.50
Doomsday R	2.00	3.00	4.00
Dwarven Thaumaturgist R	1.50	2.50	3.50
Ertai's FamiliarR	2.00	3.00	4.00
• FervorR	2.00	3.00	4.00
Firestorm	2.00	3.00	4.00
Fungus ElementalR	2.50	3.50	4.50
Gaea's BlessingU	1.50	3.00	4.00
GallowbraidR	2.00	3.00	4.00
Gemstone MineU	1.50	3.00	4.00
Goblin BombR	2.50	3.50	4.50
Heart of BogardanR	2.00	3.00	4.00
Heat StrokeR	2.00	3.00	4.00
● Infernal TributeR	2.00	3.00	4.00
O Inner SanctumR	2.00	3.00	4.00
Liege of the HollowsR	2.00	3.00	4.00
Lotus ValeR	4.00	6.00	8.00
Mana WebR	2.00	3.00	4.00
Maraxus of KeldR	2.00	3.00	4.00
MorinfenR	2.00	3.00	4.00
Mwonvuli OozeR	1.50	2.50	4.00
Nature's Resurgence R	2.00	3.00	4.00
Null RodR	3.00	4.00	5.00
Paradigm ShiftR	1.50	2.50	3.50
O PeacekeeperR	2.00	3.00	4.00
Pendrell MistsR	2.50	3.50	4.50
Psychic VortexR	1.50	2.50	3.50
Scorched RuinsR	2.00	3.00	4.00
SerenityR	2.50	3.50	4.50
O Southern Paladin R	2.00	3.00	4.00
O TariffR	2.50	3.50	4.50
Thran TomeR	2.00	3.00	4.00
ThundermareR	3.00	4.00	6.00
Talarina Entrapage	2.00	3.00	4.00
Tolarian EntrancerR Tolarian SerpentR	2.00	3.00	4.00
Tranquil GroveR	1.50	2.50	3.50
Urborg JusticeR	2.00	3.00	4.00
Urborg StalkerR	2.00	3.00	4.00
● Wave of TerrorR	2.00	3.00	4.00
Well of KnowledgeR	2.00	3.00	4.00
Winding CanyonR	2.00	3.00	4.00
Xanthic StatueR	2.00	3.00	4.00
A SUBLIC SHIPPION	2.00	0.00	4.00

TEMPEST WIZARDS OF THE COAST-1997

WIZARDS OF THE COAST-1997					
Full Set (335 cards)	185.00	195.00	210.00		
Booster Pack (15 cards)	2.50	3.00	3.50		
Booster Box (36 packs)	90.00	100.00	115.00		
Starter Deck (60 cards)	8.00	9.00	10.00		
Starter Box (12 decks)	85.00	90.00	100.00		
Unlisted Uncommons	.50	.75	1.00		
Unlisted Commons	.10	.20	.25		
Altar of DementiaR	2.00	4.00	5.00		
AlurenR	3.00	5.00	7.00		
ApocalypseR	1.50	2.50	4.50		
O AuratogR	1.50	2.50	3.50		
O Avenging AngelR	2.50	3.50	5.00		
Bellowing FiendR	1.50	2.50	3,50		
Benthic BehemathR	2.00	3.00	4.00		
		1.50	2.00		
Boil	200		8.00		
Bottle GnomesU	.75	1.50	2.00		
Bounty HunterR	2.00	3.00	4.50		
 Bounty HunterR Caldera LakeR 	2.50	3.50	5.00		
Canyon Drake R	2.00	3.00	4.00		
CarrionetteR	2.00	3.00	4.00		
Chaotic GooR	2.00	3.00	4.00		
Coffin QueenR	3.00	4.00	5.00		
Cold StorageR	1.50	2.50	3.50		
Cold Storage	3.00	5.00	7.00		
Corpse DanceR	2.00	3.00	8.50		
Crazed ArmodonR	1.50	2.50	3.50		
Cursed ScrollR	9.00	14.00	17.00		
DeadshotR	2.00	3.00	4.00		
 Death Pits of RathR 	2.50	3.50	4.50		
Dirtcowl WurmR	3.00	4.00	5.00		
DracoplasmR	2.00	3.00	4.00		
Dregs of SorrowR	2.00	3.00	4.00		
DuplicityR	2.00	3.00	4.00		
EarthcraftR	2.00	3.00	4.00		
Echo Chamber R	2.00	3.00	4.00		
 Eladamri, Lord of LeavesR 	3.00	4.00	5.00		
 Eladamri's VineyardR 	3.00	4.00	6.00		
Elven Warhounds R	1.50	2.50	3.50		
Emerald MedallionR	2.50	3.50	4.50		
Emmessi TomeR	2.00	3.00	4.00		
● EnergizerR	2.00	3.00	4.00		
Ertai's MeddlingR	2.00	3.00	4.00		
 Escaped Shapeshifter R 	2.00	3.00	4.00		
ExtinctionR	2.00	3.00	4.00		
 Fevered Convulsions R 	2.00	3.00	4.00		
O Field of SoulsR	2.00	3.00	4.00		
Flowstone Sculpture R	2.50	3.50	4.50		
Flowstone WyvernR	2.00	3.00	4.00		
Fool's Tome	2.00	3.00	4.00		
Fugitive Druid R	2.50	3.50	4.50		
Furnace of RathR	2.00	3.00	4.00		
O Gerrard's Battle Cry R	2.06	3.00	5.00		
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		1200	ŭ
GrindstoneR	4.50	6.00	
Hand to HandR	1.50	2.50	
O Hanna's Custody R	2.00	3.00	
Heartwood GiantR	2.00	3.00	
Helm of Possession R	3.00	4.00	
O HumilityR	3.00	4.00	
Intuition	2.50	3.50	
Jet MedallionR	2.00	4.00	
Jinxed IdolR	1.50	2.50	
● Kezzerdrix	2.00	3.00	
Living DeathR	4.00	5.00	
LobotomyU	.75	1.50	
Maddening ImpR	1.50	2.50	
MagmasaurR	1.50	2.50	
Magnetic WebR	2.00	3.00	
Mana SeveranceR	1.50	2.50	
O Marbie TitanR	1.50	2.50	
MawcorR	2.00	3.00	
MeditateR	2.50	3.50	
Minion of the Wastes R	3.00	4.00	
Mirri's GuileR	1.50	2.50	
Mongrel PackR	2.00	3.00	
Nature's RevoltR	2.50	3.50	
No QuarterR	1.50	2.50	
O Oracle en-VecR	1.50	2.50	
O Orim, Samite Healer R	2.50	3.50	
Overrun	2.00	2.50	
PallimudR	1.50	2.50	
Pearl MedallionR	2.00	3.00	
O Pegasus RefugeR	1.50	2.50	
Phyrexian GrimoireR	1.50	2.50	
Pine BarrensR	2.50	3.50	
PrecognitionR	1.50	2.50	
Rathi DragonR	3.00	4.00	
RecycleR	2.00	3.00	
Reflecting PoolR	5.00	6.00	
Root MazeR	1.50	2.50	
Rootwater Matriarch R	1.50	2.50	

aldere.			Secretary Secret	
8.00	Starter Box (12 decks)	90.00	95.00	100.0
3.50	Unlisted Uncommons	.50	.75	1.0
5.00	Unlisted Commons	.10	.20	.23
4.00				
5.00	● AmokR	1.50	2.50	3.5
5.50	AwakeningR	2.00	3.00	4.0
4.50	BurgeoningR	2.00	3.00	4.0
5.00	CarnassidR	2.00	3.00	4.0
3.50	Proper the Cureed R	2.00	3.00	4.0
4.00	Crystaline Silver	2.00	4.00	5.0
8.00	Dream HallsR	2.00	3.00	4.0
2.00	Ensnaring Bridge R	3.00	4.00	5.0
3.50	Evacuation	2.00	3.00	4.0
3.50	Flowstone MaulerR	1.50	2.50	3.5
4.00	Grave PactR	3.00	4.00	6.0
4.50	Hermit DruidR	2.00	3.00	4.0
3.50	O Hidden RetreatR	1.50	2.50	3.5
4.00	Horn of Greed R	3.00	4.00	5.0
4.50	Intruder AlarmR	1.50	2.50	3.5
5.00	Invasion PlansR	2.00	3.00	4.0
3.50	Junxed RingR	2.50	3.50	4.5
4.00	● MegrimU	2.00	3.00	4.0
4.50	MindwarperR	1.50	2.50	3.5
3.50	Mogg InfestationR	2.50	3.50	4.5
3.50	MortuaryR	2.00	3.00	4.0
4.50	Mox DiamondR	8.00	12.00	18.0
3.00	PartcullisR	1.50	2.50	4.0
3.50	O Pursuit of Knowledge R	2.00	3.00	4.0
4.00	Reins of PowerR	1.50	2.50	3.5
3.50	RevenantR	2.00	3.00	4.0
3.50	O Rolling StonesR	2.00	3.00	4.0
5.50	RuinationR	2.00	3.00	4.0
3.50	O Sacred GroundR	2.00	3.00	4.0
8.00	O Shaman en-KorR	1.50	2.50	3.5
4.00	Shard PhoenixR	3.00	4.00	5.0
8.00	Silver Wyvern R	1.50	2.50	4.1
3.50	 Skeleton ScavengersR 	1.50	2.50	3.5
4.00	D	0.00	14.00	40.1

:	Starter Box (12 decks)	90.00	95.00	100.00
i	Unlisted Uncommons	.50	.75	1.00
	Unlisted Commons	.10	.20	.25
:				
:	● Amok	1.50	2.50	3.50
1	AwakeningR	2.00	3.00	4.00
	BurgeoningR	2.00	3.00	4.00
	CarnassidR	2.00	3.00	4.00
	Crovax the CursedR	2.00	3.00	4.00
	Crystalkne Sirver	2.00	4.00	5.00
		2.00	3.00	4.00
	 Ensnaring Bridge R 	3.00	4.00	5.00
	Evacuation	2.00	3.00	4.00
	Flowstone MaulerR	1.50	2.50	3.50
	Grave PactR	3.00	4.00	6.00
1	Hermit DruidR	2.00	3.00	4.00
1	O Hidden RetreatR	1.50	2.50	3.50
1	Horn of Greed R	3.00	4.00	5.00
	 Intruder AlarmR 	1.50	2.50	3.50
1	Invasion PlansR	2.00	3.00	4.00
1	Jinxed RingR	2.50	3.50	4.50
1	 MegrimU 	2.00	3.60	4.00
1	● MindwarperR	1.50	2.50	3.50
)	Mogg Infestation R	2.50	3.50	4.50
)	● MortuaryR	2.00	3.00	4.00
1	Mox DiamondR	8.00	12.00	18.00
)	Portcullis	1.50	2.50	4.00
)	O Pursuit of Knowledge R	2.00	3.00	4.00
1	Reins of PowerR	1.50	2.50	3.50
1	RevenantR	2.00	3.00	4.00
1	O Rolling StonesR	2.00	3.00	4.00
0	RuinationR	2.00	3.00	4.00
0	O Sacred GroundR	2.00	3.00	4.00
9	O Shaman en-KorR	1.50	2.50	3.50
Ō	Shard PhoenixR	3.00	4.00	5.00
0	Silver Wyvern R	1.50	2.50	4.00
0	 Skeleton ScavengersR 	1.50	2.50	3.50
Ō	Sliver QueenR	8.00	14.00	18.00

:	O Limited ResourcesR	2.00	3.00	4.00
:	ManabondR	2.50	3.50	4.50
:	Memory CrystalR	2.00	3.00	4.50
:	Mind Over Matter R		4.90	5.00
:	Mindless Automaton R	1.50	2.50	4.00
:	Mirri, Cat WarriorR	2.00	4.00	5.00
:	Monstrous HoundR	2.00	3.00	4.00
:	Null BroochR	2.00	3.00	4.00
:	Qath of Dreids R	500	7.00	
:	Dath of GhoulsR	1.50	2.50	3.50
	O Dath of LiegesR	1.50	2.50	3.50
1	Oath of MagesR	1.50	2.50	3.50
:	Oath of ScholarsR	1.50	2.50	3.50
:	Oure ShamanR	1.50	2.50	3.50
1	O Paladin en-VecR	3.00	4.00	6.00
:	PandemoniumR	4.00	5.00	6.00
:	Pit SpawnR	3.00	4.00	5.00
1	PlaguebearerR	2.00	3.00	4.00
	Ravenous BaboonsR	1.50	2.50	3.50
	Recurring Nightmare R	4.00	6.00	8.00
	Seismic AssaultR	3.00	4.00	5.00
	 Skyshroud War Beast R 	2.00	3.00	4.00
1	Sphere of Resistance R	2.00	3.00	5.00
1	Spike HatcherR	1.50	2.50	4.00
1	 Spike Weaver R 	3.00	4.00	5.00
	 Survival of the Fittent 	3.00	5.00	-7.00
1	Thalakos Drifters R	1.50	2.50	4.00
	m Thopter SquadronR	1.50	2.50	3.50
1	● Volrath's DungeonR	1.50	2.50	3.50
)	O Wall of NetsR	1.50	2.50	3.50
) :	◆ Workhorse R	1.50	2.50	3.50
) :				_
) :				
1	HR78'S SARA	100.000		

THE FROG PRINCE

Frog legs, anyone? Guaranteed yummy! We can only think of one thing worse than being beaten by a giant frog. That's being beaten by a giant frog in effeminate, purple and pink striped tights. And the only thing worse than that is being beaten by a frog in tights with clashing fairy shoes. Bo you think that the victims and nations conquered by Ploogak could ever walk down the street without feeling totally humiliated-even in the company of such losers as Carrot Top, D.J. and Jar Jar Binks? Truly a fate worse than death.



Rootwater ShamanR	1.50	2.50	3.50
Ruby MedallionR	2.00	3.00	4.00
O Sacred GuideR	1.50	2.50	3.50
O Safeguard R	1.50	2.50	3.50
Salt FlatsR	2.50	3.50	5.00
Sapphire MedallionR	3.00	4.00	5.00
SarcomancyR	2.50	3.50	4.50
ScablandR	2.50	3.50	5.00
Scalding TongsR	1.50	2.50	3.50
Scorched EarthR	2.00	3.00	4.00
Scroll RackR	3.00	4.00	5.00
Selenia, Dark AngelR	2.50	3.50	4.50
ShockerR	2.00	3.00	4.00
Skyshroud ForestR	2.50	3.50	5.00
O Soltari EmissaryR	1.56	2.50	3.50
Soltari GuerrillasR	1.50	2.50	3.50
O Spirit MirrorR	1.50	2.50	3.50
Starke of RathR	1.50	2.50	3.50
Static OrbR	4.00	7.00	3.00
Thumbscrews R	1.50	2.50	3.50
Time WarpR	4.00	6.00	10.00
Tooth and ClawR	1.50	2.50	3.50
Torture ChamberR	1.50	2.50	3.50
Tradewind Rider		8,00	8.00
 Unstable Shapeshifter R 	2.00	3.00	4.50
Verdant ForceR	7.00	10.00	12.00
Vhati il-DalR	2.50	3.50	4.50
WastelandU	2.00	3.00	4.00
Whim of VolrathR	2.00	3.00	4.00
O Winds of RathR	2.00	3.00	4.00
Wood SageR	1.50	2.50	3.50
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STRONGHOLD			
WIZARDS OF THE COA		98	
Full Set (143 cards)	110.00	120.00	140.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 nacios)	90.00	100.00	110.00

2.00 2.00 1.50 2.00 2.00 2.00 1.50 2.00 1.50 2.50 2.50 2.50 3.00	3.00 3.00 2.50 3.00 3.00 2.50 2.50 3.00 3.00 3.50 1.50 4.00	4.00 4.00 3.50 4.00 4.00 4.00 3.50 4.00 4.00 5.00 2.00 5.00		
EXODUS WIZARDS OF THE COAST-1998 Full Set (143 cards) 115.00 125.00 140.00				
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WIZARDS OF THE COAS	ST-199		
Full Set (143 cards)	115.00	125.00	140.00
Booster Pack (15 cards)	2,50	3,00	3.50
Booster Box (36 packs)	80.00	90.00	100.00
Starter Box (12 decks)	85.00	95.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25
O Cataclysm R	3.00	4.00	5.00
City of TraitorsR	2.00	3.00	4.00
Coat of ArmsR	8.00	12.00	16.00
O ConvalescenceR	1.50	2.50	3.50
Dominating Licid R	3.00	4.00	5.00
 Entropic Specter R 	1.50	2.50	4.00
EphemeronR	2.00	3.00	4.00
EquilibriumR	2.50	3.50	4.50
Erratic PortalR	2.00	3.00	4.00
Ertal, Wizard Adept R	3.00	5.00	7.00
O Exalted DragonR	2.00	3.00	4.00
Fighting ChanceR	1.50	2.50	3.50
ForbidU	1.00	2,00	2.50
HatredR.	4.00	5,00	7.00

:	UKZA'S SAGA	40		
:	WIZARDS OF THE COA	ST-199	8	
	Full Set (350 cards) Booster Pack (15 cards)	190.00	200.00	215.00
:	Booster Pack (15 cards)	2.50	3.50	4.00
:	Booster Box (36 packs)	90.00	100.00 10.00	115.00 11.00
:	Starter Deck (13 danks)	90.00	100.00	110.00
:	Booster Box (36 packs) Starter Deck (75 cards) Starter Box (12 decks) Unlisted Uncommons	.50	.75	1.00
:	Unlisted Commons	.10	.20	.25
:				
i	AbundanceR	2.00	3.00	4.50
:	 Abyssal HorrorR 	1.50	2.50	3.50
:	Albino IrollU	.75 5.00	1.50	2.00
:	Albino Trall U Angelic Chorus R Antagonism R	1.50	2.50	3.50
:	Argothian Enchantress R	1.50 2.50	4.00	6.00
:	Argoman Enchandress R Argothian Wurm R Attunement R Back to Basics R Barrin Master Wizard R Barrin's Codex R Redlam R	3.00	4.00	5.00
:	AttunementR	2.00	3.00	4.00
:	Back to BasicsR	2.00	3.00	4.00
i	Barrin, Master Wizard R	1.50 1.50	2.50 2.50	4.00 4.00
:	BedlamR	1.50	2.50	3.50
:	Rrand R	1.50	2.50	3.50
:	Brand	1.50	2.50 2.50	3.50
:	O CatastropheR	3.00 3.00	4.00	8.00
:	Child of GaeaR	3.00	4.50	8.00
:	Catastrophe R Child of Gaea R Chimeric Staff R Citanul Centaurs R	2.00	4.00	6.00 5.00
i	© Citanul CentaursR	2.00 1.50	3.00 2.50	4.00
:	Citanul Hieranbants P	1.50	2.50	4.00
Ė	Contamination R	1.50	2.50	4.00
:	Copper GnomesR	1.50	2,50	3.50
	Citanul Hierophants R Contamination R Copper Gnomes R Crater Hellion R	2.00	3.00	5.00
:	Dark HatchlingR	1.50 1.50	2.50 2.50	4.00
:	Disportant Dispo	1.50	2.50	3.50
	Dark Hatchling R Darkst Hour R Discordant Dirge R Dirfting Djinn R Eastern Paladin R Electryte R Elika Arrbars R	2.00	3.00	4.00
	Eastern Paladin R	2.00	3.00	4.50
ŀ	● ElectryteR	1.50	2.50	4.00
:	O Elite ArchersR	1.50	2.50	4.00
ŝ	Endless Wurm R Energy Field R	2.50 3.00	4.00	5.00 5.00
i	Fxploration R	3.00	4.00	6.00
:	O Faith HealerR	1.50 1.50	2.50 2.50	4.00
:	Exploration R Faith Healer R Fault Line R Fluctuator R Gaea's Cradle R Gaea's Embrace U Gamble R	1.50	2.50	4.00
i	Fluctuator	2.00 8.00	3.00 12.00	4.00
:	Canale Embraca	1.00	2.00	2.50
i	Gamble	2.50	3,50	4.50
:	Gilded DrakeR	1.50	2.50	4.00
:	Glorious AnthemR Grafted SkullcapR Great WhaleR	3.00	5.00	8.00
	Grafted Skullcap K	2.00 2.00	3.00 3.00	4.00 4.50
i	Creater Good R	1.50	2.50	4.00
:	Greener Pastures R	1.50 1.50	2.50 2.50	4.00
:	O Herald of SerraR	3.00	4.00	5.00
:	Greater Good R Greener Fastures R Herald of Serra R Hidden Herd R	1.50	2.50	3.50
:	Hidden PredatorsR	1.50 1.50	2.50 2.50	3.50 3.50
:	■ IILGotten Gains R	1.50	2.50	3.50
:	Imaginary PetR	1.50	2.50	3.50
:	O Intrepid HeroR	2.00	3.00	4.00
	Karn, Silver GolemR	2.50	4.00	5.00
:	Lifeline	4.00	5.00	8.00
:	Lightning Uragon R	3.00	4.00	5.00
	Hidden Stag R Hidden Stag R Hidden Stag R Hidden Stag R Hilder Gains R Ill-Gotten Gains R Ill-Gotten Gains R Ill-Gotten Gains R Interpid Hern R Karn, Silver Golem R Lightning Dragon R Lotus Blossom R Lutus Blossom R Lutus Blossom R Metrognome R Midsummer Revel R Mishar's Heikir R Morphiling R Noetic Scales R Okk R	1.50	2.50	3.50
-	MetrognomeR	1.50	2.50	3.50
-	 Midsummer RevelR 	1.50	2.50	3.50
-	Mishra's HelixR	3.00	4.00	5.00
-	Morphing	1.50	2.50	17.00 4.00
	OkkR	1.50 1.50	2.50	3,50
1	O Opal ArchangelR	3.00	4.00	5.00
	O Opal Titan	1.50	2.50	4.00
i	Olek R Olek R	1.50	2.50 4.00	4.00 5.00
	Partacuta D	3.00	4.00	5.00
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	<u>Emisions on </u>		
Phyrexian Colossus , R	3.00	4.00	5.00
Phyrexian Processor R	4.50	6.00	8.00
Phyrexian TowerR	2.00	3.00	4.00
O Planar BirthR	2.00	3.00	4.00
Purging ScytheR	1.50	2.50	4.00
RecantationR	1.50	2.50	3.50
RemembranceR	2.00	3.00	4.00
ReprocessR	1.50	2.50	4.00
 Rumbling CrescendoR 	1.50	2.50	4.00
O Rune of Prot: Lands R	1.50	2.50	3.50
Scoria WurmR	1.50	2,50	4.00
O Serra AvatarR	9.00	14.00	17.00
O Serra's Embrace U	1.00	1.50	2.50
O Serra's LiturgyR	1.50	2.50	3.50
Serra's SanctumR	3.00	4.00	5.00
Shivan GorgeR	2.00	3.00	4.50
Shivan HellkiteR	4.00	5.00	6.00
Show and Tell , R	1,50	2.50	4.00
Sleeper Agent R	1.50	2.50	3.50
SmokestackR	2,00	3.00	4.00
Sneak AttackR	5.00	7.00	8.00
SounophoreR Soul SculptorR	2.00 1.50	3.00 2.50	4.00
SporogenesisR	1.50	2.50	4.00
Stroke of GeniusR	4.00	5.00	7.00
Sulfuric VaporsR	1.50	2.50	4.00
SunderR	2.00	3.00	4.50
● Tainted Æther R	1.50	2.50	4.00
Temporal ApertureR	2.00	3.00	4.50
Thran QuarryR	3.00	4.00	700
Time SpiralR	3.00	4.00	5.00
Tolarian AcademyR	5.00	7.00	9.00
# UmbilicusR	1.50	2.50	4.00
VebuildR	1.50	2.50	3.50
Veiled CrocodileR	1.50	2.50	3.50
Vernal BloomR	3.00	4.00	5.00
Viashino Sandswimmer R	1.50	2.50	4.00
	1.50	3.00	5.00
 Western PaladinR 	2.00	3.00	4.00
Whetstone	1.50	2.50	3.50
WhirtwindR	1.50	2.50	3.50
WildfireR	3.00 1.50	4.00 2.50	5.00 3.50
Witch EngineR Warship R			
Yawgmoth's WillR	3.00	4.00	6.00
Tawginuu S WillR	1.50	2.50	4.00
- robing	1.00	2.00	7,00

Sept.		Electronical		100
10	O Opal Avenger,R	1.50	2.50	3,50
10	Palinchron R	3.00	4.00	5.00
10	 Phyrexian Plaguelord R 	2.00	3.00	4.50
10	O Planar CollapseR	1.50	2.50	4.00
10	O PurifyR	1.50	2.50	3.50
iO	PyromancyR	1.50	2.50	4.00
Ю	Quicksilver Amulet R	3.00	4.00	5.00
Ю	O Radiant, ArchangelR	4.00	6.00	7.00
Ю	O Radiant, Archangel (Foil)			
0	R	20.00	25.00	30.00
0	Ring of GixR	3.00	4.00	5.50
0	RivalryR	1.50	2.50	4.00
0	ScrapheapR	1.50	2.50	4.00
iO	Second ChanceR	2.00	3.00	5.00
10	Shivan PhoenixR	2.50	3.50	4.50
0	SubversionR	2.00	3.00	4.00
10	⊕ Thran Lens	2.00	3.00	5.00
0	Thran WeaponryR	1.50	2.50	3.50

Impatience R Junk Diver R Masticore R Metalworker R Opposition R Pattern of Rebirth R Pityrexian Negattar R Pityrexian Negattar R Pityrexian Negattar R Pityrexian Negattar R Powder Kag R Rague, Aoad. Chancellora Repercussion R Repercussion R Repercussion R Repercussion R Repercussion R Repercussion R Serying Glass R Serying Glass R Storace Matrix R	1.80 1.50 6.00 20.00 3.00 2.00 3.00 2.00 3.00 2.00 3.80 1.00 2.50 4.00 4.00 1.50	2.00 2.50 9.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 2.00 3.50 4.00 2.00 2.00 2.00	3.00 3.50 15.00 5.00 5.00 6.00 4.00 4.00 4.00 4.50 5.00 8.00 8.00 8.00 3.00
Rapid Decay	1.00	2.00	3.00
	2.00	3,60	4.00
	2.50	3,50	4.50
	3.00	4.00	5.00
	4.00	5.00	8.00
	1.00	2.00	3.00

CowardiceR

O Crackdown R
Crag Saurian R
Crooked Scales R

 ⊕ EmbargoR

Extortion R
Extravagant Spirit R
Eye of Ramos R
Flailing Manticore R
Food Chain R
Forced March R

Forced March R
Foster R
Fountain Watch R
Game Preserve R
General's Regalia R
Haunted Crossroads (Foil)

Heart of RamosR

High MarketR
Honor the FallenR
Horn of PlentyR

Kyren Archive

LithophageR
 Magistrate's Scepter ...R

.....R Mam's Touch

Horn of Ramos

Crumbling Sanctuary Dawnstrider R
Deepwood Elder R
Deitraich R
Distorting Lens R
Dust Bowl R 2.00

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WIZARDS OF THE COAST-1999 Full Set (350 cards) Booster Pack (15 cards) 200.00 225.00 250.00 3.50

THINK ABOUT IT

YOUR

Contemplation's working double-duty now with all the flashback cards in Odyssey. In a flashback-heavy deck, twice the life gain can be quite significant compared with other regular spells. Yawgmoth's Agenda and Yawgmoth's Will work much the same way, too. Or if you're more into infinite combos, try it with an Aluren and a Man-0'-War. Play the jellyfish for free, then repeatedly bounce it, gaining life all the while. Hey, we always thought you needed to get a life, but then again, who are we to talk?

Tinker

Elvish Piper

Goblin Festival

Elvish Piper
 Emperor Cracadile ...R
 False ProphetR
 Clinker ...R

Treetop Village

Urza's Blueprints
 Weatherseed Treefolk

Wheel of TortureR

......Ü

HR78'S DESTINY A



ORTHO TERM				:		
WIZARDS OF THE COA	ST-199	19		i		
Full Set (143 cards)	115.00	130.00	140.00	i		
Booster Pack (15 cards)	2.50	3.50	4.00	:		
Booster Box (36 packs)	90.00	105.00	120.00	i		
Starter Box (12 decks)	60.00	90.00	100,00	ŧ		
Unlisted Uncommons	.50	.75	1.00	i		
Unlisted Commons	.10	.20	.25	i		
Unlisted FOIL Uncommons	1.50	2.50	5.00			
Unlisted FO!L Commons	1.00	1,50	2.00	į		
The median price for unlisted rare FOIL cards is						
twice that of non-FOIL versions.						

UDTRE LECKEY A

twice that of non-Full vers	110NS.		
AnthroplasmR	1.50	2.50	3.50
ArchivistR	2.00	3.00	4.00
Avalanche Riders U	1.00	2.00	3.00
Beast of BurdenR	2.00	3.00	4.00
O Blessed Reversal R	1.50	2.50	3.50
Brink of MadnessR	1.50	2.50	3.50
Crawlspace	2.50	3.50	4.50
Damping EngineR	1.50	2,50	3.50
Defense GridR	3.00	4.00	5.00
 Defense of the Heart R 	3.00	4.00	5.00
Delusions of Mediocrity R	2.00	3,00	4.00
Deranged Hermit , R	3.00	5.00	8.00
Deranged Hermit (Foil) R	12.00	15.00	18.00
EvisceratorR	1.50	2.50	4.00
Fleeting ImageR	1.50	2.50	4.00
Goblin Welder , R	1.50	2.50	4.00
Grim MonolithR	4.00	4.50	6.00
 Hidden GibbonsR 	1.50	2.50	4.00
Impending Disaster R	1.50	2.50	4.00
Iron MaidenR	2.00	3.00	4.00
O Karmic GuideR	2.00	3.00	4.00
Lurking SkirgeR	1.50	2.50	3.50
Memory JarR	2.00	3.00	4.00
Might of Oaks	4.00	5.00	6.00
 Might of Daks (Foil)R 	13.00	16.00	18.00
Molten HydraR	1.50	2.50	3.50
O Mother of RunesU	1.00	2.00	2.50
O Mother of Runes (Foil) U	5.00	7.00	8.00
 Multani, Maro-Sorcerer R 	3.00	4.00	6.00
■ No Mercy	3.00	4.00	5.00

OUTH O DESIL	W T 4		
WIZARDS OF THE COA	ST-199	19	
Full Set (350 cards)	115.00	120.00	135.00
Booster Pack (15 cards)	2.50	3,00	3.50
Booster Box (36 packs)	85.00	95,00	110.00
Starter Box (12 decks)	80.00	90.00	100.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25
Unlisted FOIL Uncommons	1.50	250	5.00
Unlisted FOIL Commons	1.00	1.50	2.00
The median price for unlist	ed rare	FOIL can	ds is
twice that of non-FOIL vers			
O Academy RectorR	2.50	3.50	5.00
Ancient Silverback R	2.50	3.50	5.00
 Apprentice Necromancer 			
R	1.50	2.50	3.50
Attrition	1.50	2.50	4.00
Aura ThiefR	2.00	3.00	4.00
Blizzard ElementalR	2.00	3.00	4,00
Bloodshot CyclopsR	1.50	2.50	3,50
Body SnatcherR	1.50	2.50	4.00
Carnival of SoulsR	1.00	2.00	3.00
Covetous Dragon R	3.00	4.00	5.00
Donate	3.00	4.00	5.00

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Booster Box (36 packs)

Starter Beck (75 cards)

Starter Box (12 decks) ...

Unlisted Uncommons

Unlisted FOIL Uncommons		2.50	5.00
Unlisted FOIL Commons	1.00	1.50	2.00
The median price for unlist		OIL card	s is
twice that of non-FOIL vers	ions.		
Aerial CaravanR	1.00	2.00	3.00
O ArmisticeR	1.00	2.00	3.00
Assembly Hall	1.00	2.00	3,00
Bargaining TableR	2.00	3.00	4.00
Battle SquadronR	1.50	2.50	4.00
Bifurcate	1.50	2.50	4.00
Black MarketR	1.50	2.50	3.50
Blood HoundR	1.00	2.00	3.00
Blood OathR	2.00	3.00	4.00
BrawlR	1.00	2.00	3.50
Bribery	3.00	5.00	7.00
 Caller of the Hunt R 	2.00	3.00	4.00
Cateran OverlordR	2.50	3.50	5.00
Cateran SlaverR	2.00	3.00	4.00
Cave-InR	3.00	4.00	5.00
CharismaR	3.00	4.00	5.00
O Cho-Arrim Alchemist R	1.50	2.50	4.00
O Cho-Arrim BruiserR	1.50	2.50	4.00
 Cho-Manno, Revolutionary 			
·····R	3.00	4.00	5.00
Clear the LandR	2.50	3,50	4.50
 Collective Unconscious R 	2.50	3.50	4.50
O Common CauseR	1.50	2.50	3.50
Conspiracy	2.50	3,50	4.50
O Cornered Market R	1.50	2.50	4.00
Corrupt OfficialR	1.50	2.50	4.00

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: 🏶 Magistrate's ScepterR	2.50	3.50	5.00
MegatheriumR	1.50	2.50	4.00
: 🍩 Mercadian AtlasR	1.50	2.50	3.50
: @ Mercadian LiftR	1.00	2.00	3.00
Midnight RitualR	1.00	2.00	3.00
MisdirectionR	5.00	6.00	8.00
Misdirection (Foil)R	12.00	16.00	20.00
Monkey CageR	160	2.50	3.50
Natural Affinity	1.50	2.50	4.00
Bather Chirit D	3.00		6.00
Naturel Affinity R Nether Spirit R Nether Spirit (Foil) R Notorious Assassin R Overtaker R	12.00	15.00	18.00
. Motorinue Accordin	1.50	2.50	4.00
Ougateless	1.50	2.50	
. Wertaker	1.00		4.00
PangosaurR	1.00	2.00	3.00
Power Matrix		4.00	5.00
PulverizeR	1.00	2.00	3.50
Puppet's VerdictR Ramosian Sky Marshal R	1.00	2.00	3.00
: O Ramosian Sky Marshal R	2.50	3.50	4.50
 Rappelling ScoutsR 	1.50	2.50	4.00
Reverent MantraR	3.00	4.00	5.00
Rishadan BrigandR	1,50	2.50	3.50
Rishadan Pawnshop R	1.50	2.50	4.00
Rishadan PortR	7.00	10.00	12.00
Rishadan Port (Foil)R	15.00	25.00	40.00
Rushwood Elemental R	3.00	4.00	6.00
Sand Squid	1.00	2.00	3.00
Saprazzan BailiffR	1.00	2.00	
Sahiazzan painik			3.00
Saprazzan HeirR Security DetailR	1.50	2.50	4.00
O Security DetailR	1.00	2.00	3.00
Seismic MageR	2.00	3.00	4.50
Silent AssassinR Skull of RamosR	1.50	2.50	4.00
Skull of RamosR	1.50	2.50	4.00
O Spiritual FocusR	1.00	2.00	3.00
 Spontaneous GenerationR 	2.50	3.50	4.50
Squee, Goblin NabobR	4.00	7.00	10.00
 Squee, Goblin Nabob (Foil)		
	14.00	18.00	22.00
SqueezeRStatecraftR	1.00	2.00	4.00
Statecraft R	1.00	2.00	3.50
Tectonic BreakR	3.00	4.00	5.00
Torritorial Dienute	2.00	3.00	4.00
 Territorial DisputeR Thieves' AuctionR 	1.50	2.50	4.00
Thrashing WumpusR	3.00	4.00	8.00
Tidal KrakenR	3.00	4.00	5.00
Tooth of RamosR	2.50		
Town of the MarinesR		3.50	4.50
Tower of the Magistrate R	1.50	2.50	4.00
Trade RoutesR	3.00	4.00	5.00
 Two-headed Dragon R 	4.00	6.00	#181
Megatherium R. Mercadian Atlas R. Mercadian Lift R. Midnight Ritual R. Rappelling Scouts R. Pulyerize Ramassian Sky Marshal R. Rappelling Scouts R. Ramassian Sky Marshal R. Rappelling Scouts R. Ramassian Sky Marshal R. Rappelling Scouts R. Ramassian Brigand R. Rishadan Port G. Midnight Ritual R. Rappelling Scouts R. Rishadan Port C. M. Saprazzan Heir R. Saprazan Heir	40.00		
R	10.00		
 Unmask	3.00	4.00	5.00
Unnatural HungerR	1.00	2.00	3.50
● Unnatural HungerR ● Vernal EquinoxR ● Vine DryadR	1.50	2.50	4.00
Vine DryadR	3.00	4.00	5.00
O Wave of ReckoningR	2.00	3.00	4.00
Worry BeadsR	1.00	2.00	3.50
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NEMESIS -	W		
IATIAIT 319	-		
WIZARDS OF THE CO	LST-200	IU .	
Full Set (143 cards)	120.00	130.00	140.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 nacks)	80.00		110.00

MAGIC DATA

C-COMMON U-UNCOMMON R-RARE

The median price for unlisted rare FOIL cards twice that of non-FOIL versions.

Booster Box (36 packs) ... Starter Box (12 decks) ...

Unlisted Uncommons

Unlisted Commons

Unlisted FOIL Uncommons

Unlisted FOIL Commons ...

80.00 90.00 100.00

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WIZARDS OF THE COA	ST-200	10	
Full Set (143 cards)	110.00	125.00	140.00
Booster Pack (15 cards)	2.50	3.00	3.50
Booster Box (36 packs)	80.00	90.00	110.00
Unlisted Uncommons	.50	.75	1.00
Unlisted Commons	.10	.20	.25
Unlisted FOIL Uncommons	1.50	2.50	5.00
Unlisted FOIL Commons	1,00	1,50	2.00
The median price for united	had rare	EOH car	de le

twice that of non-FOIL versi		OIL CAIG	3 18
Alexi, Zephyr MageR	2.00	3.00	4.00
Avatar of FurvR	3.00	5.00	8.00
O Avatar of HopeR	3.00	4.00	7.00
Avatar of MightR	3.00	4.00	7.00
Avatar of Will	3.00	4.00	6.00
Avatar of WoeR	5.00	B.00	11.00
Avatar of Woe (Foil)R	12.00	17.00	20.00
O Blessed Wind R	2.00	3.00	4.00
Bog Elemental , R	1.00	2.00	3,50
O Celestial Convergence R	2.00	3.00	4.00
Chimeric Idol (Foil)U	5.00	7.00	10.00
Chimeric Idol	2.00	4.00	5.00
Coffin PuppetsR	1.50	2.50	4.00
@ Copper-Leaf AngelR	2.50	3.50	4.50
Denying Wind R	2.50	4.00	5.00
Dual NatureR	2.00	3.00	4.00
Elephant Resurgence R	1.00	2.00	3.50
Fickle EfreetR	1.50	2.50	4.00
Forgotten HarvestR	1.00	2,00	3.50
Greel, Mind RakerR	2.00	3.00	4.00
Heightened Awareness R	1.00	2.00	3.50
Infernal GenesisR	1.00	2.00	3.50
O Jeweled SpiritR	1.50	2.50	4.00
Jolrael, Empress of Beasts			
R	2.50	3,50	4.50
Keldon BattlewagonR	1.00	2,00	3.00
Keldon FirebombersR	1.50	2.50	3.50
 Latulla, Keldon OverseerR 	2.00	3.00 4.00	4.00 5.00
O Mageta the LionR	3.00 5.00	8.80	11.00
Mageta the Lion (Foil) R	1.50	2.50	4.00
 Mercenary Informer R Mungha Wurm R 	2.00	3.00	4.00
OverburdenR	2.00	3.00	4.00
Plague WindR	3.00	4.00	6.00
Prague wind	1.00	2.00	3.50
Pohol Informer P	1.50	2.50	3.50
Rebel InformerR Rhystic TutorR	2.50	3.50	5.00
Samite SanctuaryR	1.00	2.00	3.50
Search for Survivors R	1.00	2.00	4.00
Searing WindR	2.50	3,50	4.50
Sheltering Prayers R	1.00	2.00	4.00
Shrouded Serpent R	1.00	2.00	3.00
Squirrel WranglerR	2.50	4.00	5.00
 Task Mage AssemblyR 	1.00	2.00	3.50
Troublesome SpiritR	2.00	3.00	4.00
Veteran Brawlers R	2.50	3.50	4.50

	● Vitalizing WindR	2.50	4.00	5.00	Kangee, Aerie Keeper R 1.50 2	.50 3.
	Well of Discovery R	2.00	3.00	4.00		.00 8
:	Wintermoon Mesa R	1.50	2.50	4.00	■ Kavu Lair	.50 3.
•	THIS PROPERTY OF THE PARTY OF T	.,,,,	172011		Kavu MonarchR 2.50 3	.50 4
			-		■ Kavu Titan R 4.00 E	.00 8.
:	INVASION *				 Kavu Titan (Foil)R 7.00 10 	1.00 15.
:						2.50 3.
:	WIZARDS OF THE COA	\$1-2Ut	JU .	000.00	■ Loafing Giant	1.00 3.
:	Full Set (350 cards)	210.00	225.00	280.00		1.00 4.
:	Booster Pack (15 cards)	2.50	3.00	3.50		2.50 4.
:	Booster Box (36 packs)	75.00	90.00	110.00 10.00	Mana Maze	2.50 4
:	Starter Deck (75 cards)	0.00	90.00	100.00	 Marauding KnightR 1.50 	2.50 4
:	Starter Box (12 decks)	.50	.75	1.00	Metathran Aerostat R 1.00 2	2.00 3.
:	Unlisted Uncommons	.10	.70	.25	Meteor Storm R 1.50	2.50 4
:	Unlisted Commons	1.50	2.50	5.00	Molimo, Maro-Sorcerer R 2.50	3.50 4
:	Unlisted FOIL Uncommons Unlisted FOIL Commons	1.00	1.50	2.00	 Nightscape Master R 1.50 	2.50 4
:	The median price for unlist					1.00 5
:	twice that of non-FOIL vers		I DIL DEI	ua ta	● Obliterate	5.00 6
ŧ	TWIGE CHAL OF HOUSTON, VEIS	nuna.			OverabundanceR 1.50	2.50 4
:		9.00	13.00	18,00	Phyrexian AltarR 1.50	2.50 3
	Aether RiftR	2.00	3.00	4.00		2.00 3
4 8	O Alabaster LeechR	1.50	2.50	3.50		2.50 4
:	Andradite LeechR	1.50	2.50	3.50		2,50 4
:	Armored Guardian R	1.50	2.50	3.50		4.00 5 2.00 3
:	Artifact MutationR	2.00	3.00	5.00		2.00 3
:	O Atalya, Samite Master R	2.00	3.00	4.00		2.50 3 5.00 7
į	Aura MutationR	2.00	3.00	4.00		
:	Barrin's Spite R	1.50	2.50	3.50		6.00 20
:	Bend or BreakR	1.00	2.00	3.00		3.00 4
:	Bind R	1.50	2.50	3.50		2.00 3
i	Blazing SpecterR	5.00	7.00	10.00		2.50 4
:	Blazing Specter (Foil) R	14.00	18.00	25.00	Reya Dawnbringer R 3.00	5.00 7
i	Blind Seer	1.50	2.50	3.50	Reya Dawnbringer (Foil)	
i	Blurred MongaoseR	4.00	6.00	8.00		5.00 20
:	Breaking WaveR	1.00	2.00	3.00	Rith, the AwakenerR 3.00	4.00 6
i	Callous GiantR	1.50	2.50	4.00	Rith, the Awakener (Foil)	
:	© Captain SisayR	2.50	3.50	4.50		8.00 20
:	© Coalition VictoryR	2.50	3.50	4.50	O Rout	5.00 7

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Kangee, Aerie Keeper R	1.50	2.50	3.50
 Kavu Chameleon (Foil) U 	4.00	6.00	
● Kavu LairR	1.50	2.50	3.50
Kavu MonarchR	2.50	3.50	4.50
Kavu TitanR	4.00	6.00	8.00
Kavu Titan (Foil)R	7.00	10.00	15.00
Keldon NecropolisR	1.50	2.50	3.50
Loafing GiantR	1.00	2.00	3.00
Lotus GuardianR	2.00	3.00	4.00
Mages' ContestR	1.50	2.50	4.00
Mana Maze	1.50	2.50	4.00
 Marauding KnightR 	1.50	2.50	4.00 :
Metathran AerostatR	1.00	2.00	3.00
Meteor StormR	1.50	2.50	4.00
Molimo, Maro-Sorcerer R	2.50	3.50	4.50
 Nightscape Master R 	1.50	2.50	4.00
Noble PantherR	3.00	4.00	5.00
Obliterate	3.00	5.00	6.00
@ OverabundanceR	1.50	2.50	4.00
Phyrexian AltarR	1.50	2.50	3.50
 Phyrexian DelverR 	1.00	2.00	3.00
 Phyrexian InfiltratorR 	1.50	2.50	4.00
Phyrexian LensR	1.50	2.50	4.00
Planar PortalR	2.50	4.00	5.00 :
Psychic BattleR	1.00	2.00	3.00
O Pure ReflectionR	1.50	2.50	3.50
Pyre ZombieR	3.00	5.00	7.00
Pyre Zombie (Foil)R	12.00	16.00	20.00
Obliterate Overabundance R Phyrexian Attar Phyrexian Lens Phyrexian Lens Phyrexian Lens Phyrexian Lens Planar Portal Planar Portal Planar Portal Pre Refection R Pyre Zombie Pyre Zombie Raging Kavu R Raging Kavu R	2.00	3,00	4.00
Reckless Assault, R	1.00	2.00	3.00
RestockR	1.50	2.50	4.00
Restock	3.00	5.00	7.00
O Reva Dawnbringer (Foil)			
R	10.00	15.00	20.00
Rith, the AwakenerR	3.00	4.00	6.00
Rith, the Awakener (Foil)			
R.	15.00	18.00	20.00
O RoutR	3.00	5.00	7.00
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Rapid Decay	0.6
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Remove from the gan	ie up to three
target cards in a singl	25 . W
The grave robbers arrive	ed the day after
the burial. They were a	day too late:
	Constitution of the Consti
-Illus, Chip	DV reserved a served beautiful to
	Service and the service and th

using Odyssey's ne ics in Extended pla	ew m		
Coastal TowerU	1.00	2.00	3.00
Coastal Tower (Foil) U	7.00	9.00	11.00
Collapsing BordersR	1.00	2.00	3.00
Collective Restraint R	3.00	4.00	6.00
Crosis, the PurgerR	3.00	5.00	6.00
@ Crasis, the Purger (Foil)			
R	16.00	20.00	24.00
O Crusading KnightR	2.00	3.00	4.50
Crypt AngelR	3.00	4.00	5.00
Crystal SprayR	1.50	2.50	3.50
Oarigaaz, the Igniter R	3.00	5.00	9.00
Oarigaaz, the Igniter (Foil)			
R	14.00	19.00	26.00
O Death or GloryR	1.50	2.50	4.00
 Desperate Research R 	1.50	2.50	3.50
 Devouring StrossusR 	3.00	4.00	5.00
Distorting WakeR	1.50	2.50	4.00
O Divine PresenceR	1.50	2.50	3.50
Do or Die	2.00	3.00	5.00
Dromar, the Barrisher R	3.00	4.00	6.00
® Dromar, the Banisher (Foil)	14.00	17.00	20.00
R		3.00	4.00
Dueling GroundsR	2.00	1.50	2.00
Elfhame PalaceU	4.00	0.00	8.00
Elfhame Palace (Foil) U	3.00	4.00	6.00
 Elvish ChampionR Empress GalinaR 	1.50	2.50	4.00
Fact or Fiction	1.50	2.50	3.50
Fact or Fiction (Foil)U	8.00	10.00	12.00
O Fight or FlightR	1.00	2.00	3.00
Fires of YavimayaU	1.50	2.50	3.00
Fires of Yavimaya (Foil) U	6.00	7.00	9.00
Ghitu FireR	4.00	5.00	6.00
O Global Ruin	1.50	2.50	3.50
Hanna, Ship's NavigatorR	2.50	3.50	4.50
O Harsh JudgmentR	1.50	2.50	3.50
Jade LeechR	2,50	3.50	4.50
	1.50	2.50	3.50

RAPID DECAY

Odyssey's yot more flashing-back than Crosby, Stills and Nash put together, and some-

thing's gotta put a stop to it. The set gives us Decompose, but as a rather clunky sorcery, it misses the mark more often than it hits. Rapid Decay, however, can nip flashback spells in the bud at instant speed and can cycle to boot. It'll also surprise your opponent by reducing his graveyard size-when he tries to pump up his guys with threshold. Watch it

bump a buck once people start

O Rout (Foil)R	7.00	10,00	15.00
Ruby LeechR	1.00	2.00	3.00
. Ochonsont Makaka D	2.00	3.00	5.00
Sait Marsh	.75	1.50	2.00
Salt Marsh (Foil)U	7.00	9.00	12.00
Sapphire LeechR	1.00	2.00	3.00
Saproling Infestation R	1.50	3.00	4.00
 Saprolino Symbiosis R 	2.50	4.00	5.00
Shiyan OasisU	.75	1.50	2.00
Shivan Oasis (Foil)U	4.00	6.00	8,00
SkizzikR	5.00	8.00	11.00
Skuzzik (Fail)R	20.00	25.00	30.00
Spinal EmbraceR	1.50	2.50	4.00
O Spirit of ResistanceR	1.50	2.50	4.00
 Spreading PlagueR 	1.50	2.50	4.00
Stalking AssassinR	1.50	2.50	4.00
Stand or FallR	1.50	2.50	4.00
Stormscape MasterR	1.50	2.50	4.00
O Sunscape MasterR	1.50	2.50	4.00
Tectonic InstabilityR	1.50	2.50	3.50
@ Teferi's MoatR	3.00	4.00	6.00
Teferi's Moat (Foil)R	10.00	13.00	17.00
Teferi's ResponseR	2.00	3.00	5.00
▼ TekR	2.00	3.00	5.00
Temporal DistortionR	1.50	2.50	4.00
Thicket ElementalR	1.50	2.50	4.00
Thomscape Master R	1.50	2.50	4.50
Thunderscape Master R	2.00	3.00	4.00
Treva, the RenewerR	3.00	4.50	6.00
Treva, the Renewer (Foil)			
R	8.00	11.00	15.00
Tsabo TavocR	2.00	3.00	6.00
Tsabo's AssassinR	1.50	2.50	4.50
Tsabo's DecreeR	2.00	3.00	5.00
Tsabo's WebR	2.00	3.00	5.00
Twilight's CallR	1.50	2.50	4.00
UndermineR	9.00	13.00	16.00
Sate Horn Nishous	30.00	40.00	48.00
Urborg Volcano	1.00	1,50	2.00

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Urborg Volcano (Foil)	Ш	4.00	6.00	9.00
Urza's Filter	.R	1.50	2.50	4.00
Urza's Rage	R	10.00	16.00	20.00
Urza's Rage (Foil)	.R	30.00	42.00	50.00
Utopia Tree	R	4.00	6.00	8.00
Utopia Tree (Foil)		7.00	12.00	15.00
Verdeloth the Ancient	R	3.00	4.00	6.00
Vile Consumption	.R	1.50	2.50	4.00
∀oid	.R	3.00	5.00	8.00
Void (Fail)	R	10.00	14.00	20.00
Wash Out	U	1.00	2.00	3.00
Wash Out (Feil)		3.00	4.00	6.00
Well-Laid Plans	R	1.00	2.00	3.00
O Winnow	R	1,50	2.50	4.00
 Yawgmoth¹s Agenda . 	R	3,00	4.00	5.00
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PLANESHIFT	@
WIZARDS OF THE COA	
Full Set (143 cards)	110.00

WIZARUS OF THE CUA	S1-2UL	1			
Full Set (143 cards)	110.00	120.00	130.00		
Booster Pack (15 cards)	2.50	3.00	3.50		
Booster Box (36 packs)	70.00	85.00	110.00		
Unlisted Uncommons	.50	.75	1.00		
Unlisted Commons	.10	.20	.25		
Unlisted FOIL Uncommons	1.50	2.50	5.00		
Unlisted FOIL Commons	1.00	1.50	2.00		
The median price for unlisted rare FOIL cards is					
twice that of non-FOIL vers	ions.				
	4 80	0.50	0.50		

Ancient SpiderF	1.50	2.50	3,50
Cloud CoverF	1.50	2.50	3.50
Dark SuspicionsF	2.00	3.00	4.00
Deadapult	2.00	3.00	4.00
Destructive Flow	1.00	2.00	3.00
Diabolic IntentF	3.00	4.00	5.00
Dominaria's Judgment F	1.50	2.50	3.50
Doomsday Specter	3.00	5.00	8.00
Doomsday Specter (Foil)			
	10.00	16.00	20.00
Brace	3.00	4.00	6.00
Drainu's Crusade !	2,50	3.50	4.50
- D 1 D.1		2 50	E 00

	10.00	16.00	20.00
® Brace	3.00	4.00	6.00
Trainu's CrusadeR	2,50	3.50	4.50
Drainu's PetR	2,50	3.50	5.00
& Eladamri's CallR	2.50	3.50	4.50
Ertai, the CorruptedR	2.00	3.00	5.00
Forsaken CityR	1,50	2.50	3.50
Gaea's HeraldR	2.50	3.50	4.50
Goblin GameR	1.50	2.50	3.50
Meldon TwilightR	2.00	3.00	4.00
Lord of the Undead R	3.00	4.00	6.00
 Magnigoth TreefolkR 	1.50	2.50	4.00
March of SoulsR	1.00	2.00	3.00
Meddling MageR	5.00	7.00	10.00
Meddling Mage (Foil) R	20.00	24.00	30.00
Meteor Crater R	2.00	3.00	4.00
Mogg SentryR	1.50	2.50	3.50
Natural EmergenceR	2.00	3.00	4.00
 Nemata, Grove Guardian 			
R	3,00	4.00	6.00
O Orim's ChantR	6.00	8.00	10.00
Orim's Chant (Foil)R	10.00	15.00	20.00
Phyrexian ScutaR	7.00	9.00	14.00
 Phyrexian Scuta (Foil) R 	15.00	20.00	25.00
Phyrexian Tyranny R	1.50	2.50	4.00
Planar OverlayR	1.00	2.00	3.00
 Planeswalker's Favor R 	1.00	2.00	3.00
Planeswalker's Fury R	2.00	3.00	4.00
O Planeswalker's Mirth R	1.50	2.50	3.50
Planeswalker's MischiefR	1.50	2.50	4.00
Dianaewalkarie Sonra P	1.50	2.50	3.50

Planar OverlayR	1.00	2.00	3.00	
 Planeswalker's Favor R 	1.00	2.00	3.00	
Planeswalker's Fury R	2.00	3.00	4.00	
O Planeswalker's Mirth R	1.50	2.50	3.50	
Planeswalker's MischiefR	1.50	2.50	4.00	
 Planeswalker's Scorn R. 	1.50	2.50	3.50	
Questing Phelddagrif R	2.00	3.00	4.00	
Quirion Dryad R	2.00	3.00	4.00	
Radiant KavuR	1.50	2.50	3.50	
O Samite Elder	1.50	2.50	3.50	
Shivan WurmR	5.00	8.00	10.00	
Shivan Wurm (Foil)R	20.00	25.00	35.00	
Skyship Weatherlight R	2.00	3.00	4.00	
Sunken HopeR	1.50	2,50	3.50	
 Tahngarth, Talruum Hero 				
	3.00	4.00	6.00	
Burza's GuiltR	2.50	4.00	5.00	
Waterspout Elemental R	2.00	3.00	4.00	

APOCALYPSE A

WIZARDS OF THE COAST-2001								
Full Set (143 cards)	110.06	120.00	130.00					
Booster Pack (15 cards)	2.50	3.00	3.50					
Booster Box (36 packs)	70.00	85.00	110.00					
Theme Deck (60 cards)	8.00	10.00	12.00					
Unlisted Uncommons	.40	.75	1.00					
Unlisted Commons	.10	.15	.25					
Unlisted FOIL Uncommons	1.50	2.50	5.00					
Unlisted FOIL Commons	1,00	1.50	2.00					
The median price for unlist	ed rare	FOIL car	ds is					
twice that of non-FOIL vers								
CHINGS THAT DI MOST 1 CAR 1010	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,							

AnavolverR	2.00	3.00	4.00
Battlefield ForgeR	3.00	5.00	7.00
Battlefield Forge (Foil) R	10.00	15.00	20.00
Bloodfire ColossusR	1.50	2.50	3.50
Caves of KoilosR	4.00	6.00	8.00
Caves of Koilos (Foil) R	12.00	20.00	25.00
© CetavolverR	1.50	2.50	3.50
Consume Strength (Foll)C	2.00	4.00	6.00
© CromatR	3.00	4.00	6.00
Death GraspR	4.00	5.00	7.00
Death Grasp (Feil)R	10.00	15,00	20.00
O DegavolverR	1.50	2.50	3.50
Desolation Angel R	3.00	5.00	8.00
 Desolation Angel (Foil) R 	12,00	20.00	25.00
Desolation GiantR	2.00	3.00	5.00



Dragon ArchU	.75	1.50	2.00
O Faise DawnR	1.50	2.50	3.50
Fervent ChargeR Fire/Ice (Foil)U	1.50	2.50	3.50
Fire/Ice (Foil) U	4.00	7.00	9.00
Fungal Shambler R	1.50	2.50	3.50
Gaea's Skyfolk (Foil) C Gerrard Capashen R	2.00	3.00	4.00
Gerrard CapashenR	2.50	3.50	5.00
Gerrard Capashen (Foil)	P 00	0.00	91.00
R	6.00	8.00	11.00
Gerrard's VerdictU	.50	1.00	1.50
Gerrard's Verdict (Foil) U	4.00	5.00	8.00 3.50
Goblin TrenchesR	1.50	2.50 2.50	3.50
Guided PassageR	1.50 1.50	2.50	3.50
lce Cave R Illusion/Reality (Foil) U Kavu Mauler R	3.00	4.00	6.00
Kom Mauler P	1.50	2.50	3.50
Last Stand	1.50	2.50	3.50
A Languy Wagner P	3.00	4.00	6.00
Legacy WeaponR Life/Death (Foil)U	.75	1.50	3.00
Lightning AngelR	3.00	5.00	7.00
Lightning Angel (Fnil) R	15.00	20.00	30.00
Llanowar Dead (Foil) C	2.00	4.00	5.00
● Llanowar Wastes R	4.00	6.00	8.00
Llanowar Wastes (Foil) R	12.00	18.00	25.00
Mask of Intelerance R	1.50	2.50	3.50
Mustin Snake R	4.00	6.00	9.00
Mystic Snake (Foil) R • Necravolver	16.00	24.00	30.00
Necravolver	2.50	3.50	4.50
Om Order/Chaos (Foil) U	2.00	4.00	6.00
Overgrown EstateR	2.00	3.00	4.00
Penumbra WurmR	3.00	4.00	6.00
Pernicious DeedR Pernicious Deed (Foil) R	5.00	B.00	10.00
Pernicious Deed (Foil) R	25.00	30.00	40.00
Phyrexian ArenaR	3.00	4.00	6.00
 Phyrexian Arena (Foil) R 	10.00	15.00	20.00
 Phyrexian Gargantua (Foil) 			
U	1.00	2.00	3.00
Planar DespairR	1.50	2.50	3.50
Powerstone Minefield R	1.50	2.50	3.50
Prophetic BoltR	3.00	5.00	7.00
Prophetic Bolt (Foil) R Rakavolver	15.00	20.00	25.00
• Kakayonyer	2.00	3.00	4.00
Shivan ReefR	4.00 15.00	6.00 18.00	8.00 25.00
Shivan Reef (Foil) R Spectral Lynx R	4.00	5.00	6.00
O Spectral Lynx (Foil)R	12.00	16.00	22.00
Spiritmonger	8.00	12.00	15.00
Spiritmonger (Foil)R	35.00	40.00	50.00
Squee's Embrace (Foil) C	1.50	3.00	4.00
Suffocating Blast R	3.00	4.00	6.00
Suffocating Blast (Foil) R	6.00	8.00	12.00
Symbiotic Deployment R	1.50	2.50	3.50
Unnatural Selection R	1.50	2.50	3.50
Urborg Elf (Foil)C	1.50	3.00	4.50
Mindinate D	7.00	12.00	14.00
Vindicate (Foil)R	25.00	30.00	45.00
Whirlpool WarriorR	1.50	2.50	3.50
Wild ResearchR	1.50	2.50	3.50
Vindicate (Foil) R Whirlpool Warrior R Wild Research R Yavimaya Coast R	3.00	5.00	7.00
Yavimaya Coast (Foil) K	13.00	10.00	25.00
Yavimaya's Embrace R	1.50	2.50	3.50

ODYSSEY \$

WIZARDS OF THE COA	ST-200	31			
Full Set (350 cards)	210.00	225.00	288.00		
Booster Pack (15 cards)	2.50	3.00	3.50		
Booster Box (36 packs)	75.00	90.00	110.00		
Starter Deck (75 cards)	8.00	9.00	10.00		
Starter Box (12 decks)	80.00	90.00	100.00		
Unlisted Uncommons	.50	.75	1.00		
Unlisted Commons	.10	.20	.25		
Unlisted FOIL Uncommons	1.50	2.50	5.00		
Unlisted FOIL Commons	1.00	1.50	2.00		
The median price for unlisted rare FOIL cards is					
buien that of non-EBH unes	ione				

rera	uno.		
oeror			E.
R	1.00	2.00	3.00
R	2.50	4.00	5.00
R	1.00	2.00	3.00
R	1.50	2.50	3.50
R	1.00	2.00	3.00
R	1.50	2.50	3.50
R	1.00	2.00	3.00
R	2.00	3.00	4.00
R	1.00	2.00	3.00
R	2.00	3.00	4.00
	.50	1.00	1.50
R	1.00	2.00	3.00
R			3.50
R	3.00	4.00	5.00
	R R R R R R R R R	R 2.50 R 1.00 R 1.50 R 1.50 R 1.50 R 1.50 R 2.00 R 1.80 R 2.00 R 1.80 R 2.00 R 1.80 R 2.00	.R 1.00 2.00 .R 2.00 3.00 .U 50 1.00 .R 1.00 2.00 .R 1.00 2.00

	The second secon	nue	A CARL WIS CO.		
	Burning Sands	.R	1.00	2.00	3.00
:	Cabal Patriaich		1.00	2.00	3.00
:	Cabal Shrine		1.00	2.00	3.00
:	Call of the Herd	R	3.00	5.00	6.00
:	O Cantivore	R	1.00	2.00	3.00
:	Catalyst Stone	.R	1.50	2.50	3.50
	Cephalid Retainer	R	1.00	2.00	3.00
i	Cephalid Shrine		1.00	2.00	3.00
i	Chance Encounter		1.00	2.00	3.00
:	Charmed Pendant		1.00	2.00	3.00
	Chlorophant	R	1.50	2.50	3.50
:	Cognivore	R	1.00	2.00	4.00
	Crystal Quarry		2.00	3.00	4.00
:	Cultural Exchange		1.50	2.50	3.50
4	Cursed Monstrosity		1.00	2.00	3.00
i	Darkwater Catacombs	R	2.00	3.50	5.00
:	Decaying Soil	.R	1.00	2.00	3.00
	Decimate		2.00	3.50	5.00
:					

	Nantuko MentorR	1.50	2.50	3.50
	Nantuko ShrineR	1.00	2.00	3.00
	Need for SpeedR	1.00	2.00	3.00
	Nefarious LichR	1.50	2.50	3.50
	New Frontiers R	2.00	4.00	4.00
	Nimble MongooseU	.50	1.00	1.50
	Nut CollectorR	2.50	4.00	5.00
	Bistinate Familiar R	1.00	2.00	3.00
	Otarian JuggernautR	1.00	2.00	3.00
	● Overrun U	1.00	1.50	2.50
	Pardic MinerR	1.00	2.00	3.00
	Patron WizardR	1.50	2.50	3.50
П	Pedantic LearningR	1.00	2.00	3.00
п	## Persuasion	2.00	3.00	4.00
4	: Petrified Field R	1.00	2.00	3.00
	Pianna, Nomad Captain R	1.50	2.50	3.50
ŧ I	Price of Glory	1.00	1.50	2.50
1	Repentant VampireR	2.00	6.00	4.00
8	 Sadistic HypnotistU 	.50	1.00	1.50
	Savage FirecatR	2.50	4.00	5.00
0	Seize the DayR	1.50	2.50	3.50
0	Seton, Krosan Protector R	1.00	2.00	3.00
0	Shadowblood Ridge R	2.00	4.00	4.00
10	Shadowmage Infiltrator R	8.00	12.00	15.00
13	Shifty Doppelganger R	1.50	2.50	3.50
0	Skycloud ExpanseR	2.00	4.00	4.00
10	Spelibane CentaurR	2.00	3.00	4.00
10 10	Squirrel MobR	2.00	3.50	5.00
10	Squirrel Nest	1.00	2.00	2.50
10	Stalking Bloodsucker R	1.50	2.50	3.50
iO.	Standstill	1.00	1.50	2.50
10	 Stone-Tongue Basifisk R 	2.00	4.00	4.00
00	Sungrass Prairie R	2.00	4.00	4.00
0	Tainted PactR	2.00	3.00	4.00
00	Tamished CitadelR	1.00	2.00	3.00
00	TerravoreR	1.50	2.50	3 50
00	Thought DevourerR	1.00	2.00	3.00
90	Time StretchR	2.50	4.00	5.00
	:			
	:			
-				

3.00	Buried Alive .
3.00	 Burning Sands
3.50	 Cabal Patriarch
4.00	Cabal Shrine .
1.50	Call of the Hero
5.00	O Cantivore
3.00	Catalyst Stone
3.00	Centaur Garder
2.50	Cephalid Retain
3.00	Cephalid Shrine
3.50	Chance Encoun
3.00	Charmed Penda
4.00	Chlorophant .
3.00	Cognivore
3.50	Crystal Quarry
2.50	Cultural Exchar
4.00	Cursed Monstro
1.50	Darkwater Cata
5.00	Decaying Soil .
3.50	Decimate
3.00	O Delaying Shield
4.00	Deserted Temp
15.00	O Devoted Careta
3.50	 Diabolic Tutor .
4.00	Divert
4.00	O Divine Sacrami
5.00	O Dogged Hunter
2.50	Dwarven Shring
3.50	C Earnest Fellow
2.50	Elephant Ambu
4.00	● Entomb
4.00	Epicenter
4.00	Extract Fervent Denial
3.00	Fervent Denial
3 50	Firebolt
3.00	Flame Burst .
5.00	Fledgling Imp .
	Gorilla Titan
	 Graceful Antelo
	 Gravestorm .
	Ground Seal .
- 200	 Haunting Echoe

	-	_		-	-	_
3.50	:	4	Deside Cabal Mining D	4.00	6.00	10.00
3.00	1	3	Braids, Cabal Minion R Buried AliveU			
	Ė		Buried Alive	1.50	2.50	3.00
3.00	:		Burning SandsR	4.00	7.00	11.03
3.50	:		Cabal PatriarchR	5.00	7.00	9.00
4.00	:		Cabal ShrineR	4.00	6.00	10.00
1.50	:		Call of the HerdR	9.00	13.08	16.00
5.00	:	0	Call of the HerdR CantivoreR	3.00	4.00	6.00
3.00	:	in	Catalyst StoneR	3.00	5.00	8.00
3.00	:	-	Centaur GardenU	1.50	2.50	3.00
2.50	:	7	Centaur darden U		7.00	
3.00	:	1650	Cephalid RetainerR Cephalid ShrineR	4.00		11.00
3.50	Ė	\$	Cephalid Shrine K	3.00	6.00	10.00
	÷		Charned Pendant R Chlorophant R	3.00	5.00	7.00
3.00	:	夢	Charmed PendantR	3.00	4.90	6.00
4.00	:		ChlorophantR	4.00	7.00	11.00
3.00	i		CognivoreR	3.00	5.00	8.00
3.50	:		Crystal QuarryR	8.00	11.00	16.00
2.50	:	n	Cultural Exchange R	3.00	5.00	10.00
4.00	:		Cultural ExchangeR Cursed MonstrosityR	6.00	8.00	11.00
1.50		-	Darkwater Patanambe D	18.00	15.00	20.00
5.00	:	Ξ	Darkwater Catacombs R Decaying SoilR	3.00	4.00	6.00
3.50	:	•	DecimateR	7.00	11.00	15.00
3.00	:	~				
4.00	:	0	Delaying ShieldR Deserted TempleR	3.00	5.00	9.00
	:		Deserted TempleR	8.00	13.00	16.00
15.00	:	0	Devoted Caretaker R	9.00	13.00	16.00
3.50	:		Diabolic Tutor U	4.00	6.00	7.00
4.00	:		DivertR	18.00	25.00	30.00
4.00	:	0	Divine Sacrament R Dogged Hunter R Dwarven Shrine R	7.00	9.00	11.00
5.00	÷	0	Dogged HunterR	3.00	5.00	7.00
2.50	:	•	Dwarven ShrineR	7.00	10.00	13.00
3.50	:	ŏ	Farnest Fellowshin R	7.00	10.00	13.00
2.50	:	-	Earnest Fellowship R Elephant AmbushC	1.00	1.50	2.00
4.00	:	-	EntombR	4.00	6.00	10.00
4.00	:	-	Establis			
4.00	:	-	Epicenter	5.00	7.00 13.00	11.00
	Ė		Extract	10.00		16.00
3.00	:	*	Fervent DenialU	2.00	3.00	4.00
3 50	÷		Firebolt	1.50	2.00	2.50
3.00	:		Flame BurştC	2.00	3.00	4.00
5.00	:		Fledgling ImpC	1.00	1.50	2.00
	i	(6	Gorilla Titan	2.00	3.00	4.00
_	÷	0	Graceful AntelopeR	3.00	5.00	7.00
	i		GravestormR	7.00	10.00	13.00
-74	ı		Ground SealR	6.00	8.00	11.00
	ı		Haunting EchoesR	15.00	20.00	25.00
3	i		Hint of Incanity R	4.00	7.00	11.00
. 1	i	-	Hint of InsanityR Holistic WisdomR	7.00	10.00	13.00
	ı	ä	Impuleiua Managuere P	3.00	5.00	10.00
. 11	l	_	Impulsive Maneuvers R Iridescent AngelR	27.00	35.00	40.00
	:	7	Ivy Elemental R	4.00	7.00	11.00
	:		Junk GolemR	6.00	8.00	11.00
	:	0#	Komohl Dit Eighter D	15.00	20.00	25.00
-	Į	×	Kamahl, Pit Fighter R Kamahl's Desire C			
. 1	٠		Karmahl's DesireC Karmic JusticeR Kirtar's DesireC	.75	1.00	1.50
		O	Karmic JusticeK	3.00	6.00	10.00
: H	į	O	Kirtar's DesireC	.75	1.00	1.50
1	i	U	Kirtar's WrathR	7.00	10.00	15.00
· H	i	-	Krosan ArcherC	.75	1.00	1.50
n II	ł	0	Krosan Avenger C Krosan Beast R	.75	1.00	1.50
ă. II	Ĭ	-	Krosan BeastR	10.00	14.00	18.00
7			Lava BlisterU	1.50	2.00	2.50
	ì	0	Lava Blister U Lieutenant Kirtar R	4.00	7.00	11.00
- 11	-		MagnivoreR	3.00	5.00	7.00
13 H	:	1	Master ApothecaryR Millikin	3.00 1.50	4.00	6.00
H	i	14	Million II	1.50	2.00	2.50
	:		Mind Burst C	75	1.00	1.50
	ř	×	Mind BurstC MindslicerR	.75 10.00	13.00	16.00
	ø	-	Mine LayerR	3.00	4.00	6.00
	ì	160	Miran D	35.00	40.00	45.00
		100	MiranR		12.00	15.00
		-	Molten InfluenceR	8.00		
			MOLITAGE	3.00	5.00	7.00
			Mortivore R Mossfire Valley R	3.00	4.00	6.00
			MUUTIONE	3.00	4.00	5.00
	i	0	Mystic CrusaderR	7.00	10.00	13.00
		ж	Mystic Enforcer	7.00	10.00	14.00
		9	Nantuko MentorR	4.00	6.00	10.00
3.00	:		Nantuke ShrineR	7.00	9.00	12.00
12.00	:		Need for SpeedR	3.00	5.00	7.00
3.00	:		Nefarious LichR	3.00	5.00	7.00
3.00	:		New Frontiers R	4.00	7.00	11.00
3.50		-	Nimble MangaoseU	3.00	4.00	5.00
8.00	:		Nomad Stadium ,U	1.58	2.00	2.50
3.50	***	-	Nut CollectorR	6.00	9.00	12.00
3.00	:	-	Obstinate Familiar R	4.00	6.00	10.00
6.00	:	yth.	Otarian JuggemautR	8.00	12.00	15.00
1.50			Charmin duygermanK		5.00	7.00
3.50			OverrunU	3.00		
0.00	:		Pardic Miner	2.00	4.00	5.00
_			Patron WizardR	4.00	7.00	11.00
	:		Pedantic LearningR	3.00	6.00	10.00
	:	84	PersuasionR	3.00	5.00	10.00
M	:		Petrified Field R	5.00	7.00	9.00
45	:	0	Pianna, Nomad Captain R	4.00	6.00	8.00
1.50	:	250	Predict	1.50	2.00	2.50
2.50	:		Price of GlaryU	2.00	3.00	4.00
			PsychatogU	2.00	3.00	4.00
	:		Ravaged HighlandsC	1.00	1.50	2.00
4.00	:		Repentant Vampire R	6.00	9.00	12.00

BREW

PIG IN A BLANKET We here at 10 have a fondness for Phil Foglio matched only by our love for our mothers in a totally be been sexual, non-incestuous way, of course. Not only has he defined game-related humor for almost two decades, he's unabashedly unashamed to revel in the joy uf the nekkid female form (*slobber*). It never would've occurred to us that halfdressed women in clothes two aressed women in cornes two sizes too small ("slobber") could relate to a greased pig in any way—let alone be made into a game, XXXenophile. So Phil, for all you do, this brew's for you.



Traumatize...

Traveling Plague
 Unifying Theory

		_	_	_
	O Delaving ShieldR	2.00	3.00	4.00
1	Deserted TempleR	2.00	4.00	4.00
:	O Devoted Caretaker R	2.50	4.00	6.00
:	Diabolic Tutor	1.00	1.50	2.50
-	Divert	4.00	7.00	10.00
:	O Divine Sacrament R	2.50	4.00	6.00
1	O Degged Humber	1.00	2.00	3 00
1	O Dogged Hunter R Bruid's Call U	50	1.00	1.50
1	Dwarven Shrine R	1.00	2.00	
-	Earnest Fellowship R	1.00	2.00	3.00
1	● EntombR	2.00	3.00	4.00
1	EpicenterR	2.00	7.00	4.00
	Extract	4.00	6.00	8.00
-	Graceful Antelope R	1.00	2.00	3.00
1	GravestormR	4.00	5.00	6.00
1	Ground SealR	1.50		3.50
	Haunting EchoesR	6.00	8.00	10.00
1	Hint of InsanityR	1.00	2.00	3.00
1	Holistic Wisdom R	1.50	2.50	3.50
1	 Impulsive Maneuvers R 	1.00	2.00	3.00
1	Iridescent AngelR	6.00	8.00	10.00
-	● Ivy ElementalR	1.50	2.50	3.50
1	Junk Golem R	1.00	2.00	3.00
1	Kamahl, Pit Fighter . R	4.00	6.00	8.00
į	O Karmic JusticeR	2.00	3.00	4.00
į	Kirtar's WrathR	2.00	3.50	5.00
į	● Krosan BeastR	3.00	5.00	6.00
į	O Lieutenant Kirtar R	1.50	2.50	3.50
į	MagnivoreR	1.00	2.00	3.00
ı	Master Apothecary R	1.00	2.00	3.00
	Mindslicer R	2.00	3.00	4.00
į	Mine LayerR	1.50	2.50	3.50
i	MirariR	7.00	11.00	15.00
-	Molten Influence R		5.00	8.00
	MortivoreR	2.00	3.00	
į	Mossfire ValleyR	1.00	2.00	3.00
	Mudhole R	1.00	2.00	3.00
ı	Mystic CrusaderR	3.00	5.00	6.00
	Mystic EnforcerR	3.00	5.00	6.00

Vampine DragonR	4.08	6.00	8.00
Verdant Succession R	1.50	2.50	3.50
Volley of Boulders R	1.00	2.00	3.00
O Wayward AngelR	2.50	4.00	6.00
● ZombifyU	.50	1.00	1.50
ZoologistR	1.50	2.50	3.50
	_		
ABURGEU FOIL			
ODYSSEY FOIL			
WIZARDS OF THE COAS	ST-200	1	
Full Set (350 cards)	작	-0.	45
	75	1.00	1.50
Unlisted Commons	1.00	1.50	2.50
Aboshan, Cephalid Emperor			
R	2.00	3.00	4.00
Aegis of HonorR	4.00	6.00	19.00
Amugaba R	8.00	11.00	13.00
Ancestral TributeR	5.00	7.00	10.00
Ashen FirebeastR	3.00	5.00	10.00
AtogatogR	5.00	8.00	10.00
Aven ShrineR	2.00	3.00	4.00
O Balancing ActR	6.00	9.00	11.00
BamboozleU	1.50	2.00	2.50
Battle of WitsR	3.00	6.00	9.00
	5.00	7.00	11.00
Bearscape	1.50	2.00	2.50
O Beloved Chaplain	1.50	2.00	2.50
Blazing SalvoC	1.50	2.50	3.50
BloodcurdlerR	4.00	8.00	10.00
Bomb SquadR	4.00	6.00	10.00
- Dollin princip	1.00	00	,5,00

Wayward AngelK	Z.3U	4.00	0.00	: 🦚 Otarian JuggemautR 8.0	U 12.0U
ZombifyU	.50	1.00	1.50	Overrun	0 5.00
ZoologistR	1.50	2.50	3.50	 Pardic Miner	
			-	Patron WizardR 4.0	
NVPOPU POIL				Pedantic LearningR 3.0	
DYSSEY FOIL	3			Persuasion	
ZARDS OF THE COAS	ST-200	1		Petrified Field R 5.0	
Set (350 cards)		-02	45	O Pianna, Nomad Captain R 4.0	
sted Uncommons	75	1.00	1.50	Predict	
sted Commons	1.00	1.50	2.50	Price of Glory U 2.0	
				PsychatogU 2.0	
Aboshan, Cephalid Emperor				 Ravaged HighlandsC 1.0 	
	2.00	3.00	4.00	 Repentant Vampire R 6.0 	
Aegis of HonorR	4.00	6.00	19.00	O Resilient WandererU 1.5	
Amugaba	8.00	11.00	13.00	Rites of SpringC 1.5	
Ancestral TributeR	5.00	7.00	10.00	Rotting Giant	
Ashen FirebeastR	3.00	5.00	10.00	 Sadistic HypnotistU 1.5 	
AtogatogR	5.00	8.00	10.00	 Savage FirecatR 7.0 	
Aven ShrineR	2.00	3.00	4.00	Seafloor DebrisC 1.5	
Balancing ActR	8.00	9.00	11.00	Seize the Day	
BamboozleU	1.50	2.00	2.50	Seton, Krosan Protector R 4.0	
Battle of WitsR	3.00	6.00	9.00	Shadowblood Egg U 2.0	
Bearscape R	5.00	7.00	11.00	Shadowblood Ridge R 6.0	
Beast Attack	1.50	2.00	2.50	Shadowmage Infiltrator R 40.0	
Beloved Chaplain	1.50	2.00	2.50	Shifty Doppelganger R 5.0	
Blazing SalvoC	1.50	2.50	3.50	Skycloud Egg	
BloodcurdlerR	4.00	8.00	10.00	 Skycloud Expanse R 8.0 	
Bomb SquadR	4.00	6.00	10.00	Spellbane Centaur	0 7.00

2.00 9.00 2.00 2.00

1.00 6.00 1.00 1.00 1.50

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

12.00 3.00 2.50 2.50 3.00 13.00 3.50 7.00 10.00

4.00

50.00 10.00 4.00 15.00 10.08

● ARTIFACT ● BLACK ◎ BLUE GOLD ● GREEN ● RED ○ WHITE ● LAND

6.00 5.50 5.00 5.00 5.00

10.00 5.00 5.00 6.00 5.00 15.00

9.00 24.00

15.00

8.00 80.00

8.00 4.00 10.00 5.00

12.00

3.00

5.00 4.50 4.00 4.00 4.00

3.00

	K alanda ka		Name of the
Squirrel Mob	7.00	10.00	15.00
Squirrel Nest	3.00	5.00	7.00
 Stalking Bloodsucker R 	4.00	. 6.00	9.00
StandstillU	2.00	3.00	4.00
Steam Vines	1.50	2.50	3.00
Still LifeU	1.50	2.00	2.50
Stone-Tongue Başliisk R	3.00	5.00	7.00
Sungrass EggU	3.00	4.00	5.00
Sungrass PrairieR	4.00	6.00	10.00
SyncopateC	2.00	3.00	4.00
Tainted Pact	7.00	10,00	12.00
Tarnished Citadel R	4.00	6.00	10.00
Terravore	3.00	5.00	10.00
Thought DevourerR	4.00	6.00	10.00
mark Time StretchR	8.00	12.00	15.00
TombfireR	7.00	9.00	12,00
Traumatize,R	18.00	23.00	26.00
Traveling PlagueR	3.00	6.00	10,00
Unifying Theory, R	3.00	5.00	8,00
* UpheavalR	4.00	6.00	8.00
♦ Vampiric DragonR	23.00	28.00	32.00
Verdant Succession R	3.00	4.00	5.00
Volley of Boulders R	7.00	9.00	12.00
Wayward AngelR	10.00	14.00	18,00
Words of WisdomC	1.50	2.50	3.00
ZoologistR	7.00	9.00	12.00
MAROLO DOGAS	0.00	DDC	,
MAGIC PROM	U GA	IKU)
WIZARDS OF THE COA	ST-		
1993-PRESENT			
O Avatar of Hope (Foil) Pr	4.00	6.00	8.00
Balduvian Horde (Foil) Pr	8.00	12.00	16.00
Beast of Burden (Pre-relea			
Pr	3.00	5.00	8.00
Chill (Foil)Pr	4.00	6,00	8,00
Counterspell (Foil)Pr	75.00	90.00	120.00

WIZARDS OF THE CUA 1993-PRESENT	a I-		
Avatar of Hone (Foil) Pr	4.00	6.00	B.00
 Balduvian Horde (Foil) Pr Beast of Burden (Pre-relea 	8.00	12.00	16.00
Pr	3.00	5.00	8.00
© Chill (Foil)	4.00	6,00	8.00
Counterspell (Foil)Pr	75.00	90.00	120.00
© Chill (Foil) Pr © Counterspell (Foil) Pr © Crusade (Foil) Pr	15.00	25.00	35.00
Utrowi wurin (Pre-releas	2.00	4.00	6.00
O Disenchant (Arena)Pr	7.00	10.00	14.00
Duress	6.00	9.00	14.00
O Enlightened Tutor (Foil)Pr	5.00	8.00	12,00
Empyrial Armor (Foil) Pr	6.00 4.00	8.00	10.00
 Erhnam Djinn Pr False Prophet (Pre-release)	u.bu	0.00
Fireball (4th Edition Previe	3.00	5,00	8.00
Fireball (4th Edition Previe	w)	4.00	6.00
Pr Forest (Euro France) Forest (Euro Germany) Pr	2.00 7.00	10.00	12.00
Forest (Euro Germany) Pr	7.00	10,00	12.00
Forest (Euro UK)Pr	7.00	10.00	12.00
Forest (Guru) Pr Forest (Urza's Saga) Pr	13.00	20,00 2,00	25.00 4,00
	1.00 30.00	45.00	55,00
Giant BadgerPr	2.50	3.50	5.00
Giant Growth (Foil)Pr	6.00	8.00	10.00
Giant BadgerPr Giant Growth (Foil)Pr Guru Lands (Set of 5) Pr Ice Age Lands (each) Pr	70.00 1.50	90.00 2.50	110.00 3.50
ICE AGE LANGS (Each) Pr	5.00	7.00	10.00
	4.00	6.00	7.00
Incinerate (Foil) Pr	4,00	6.00	7.00 7.00 12.00
Incinerate (Foil) Pr Island (Euro Italy) Pr Island (Euro Scandinavia)	7.00	10.00	12.00
Island (Euro Scandinavia)	7.00	10.00	12.00
Sland (Euro UK) Pr Island (Guru) Pr Island (Guru) Pr	700	10.00	12.00
Island (Guru)Pr	13.00	20.00	25.00
lsland (Urza's Saga) Pr	1.00 6.00	2.00 8.00	4.00 10.00
Island (Guru)Pr Island (Urza's Saga)Pr Jackal Pup (Foil)Pr Karn, Silver Golem (Foil)	Tuluu	0.00	10.00
Pr	5.00	8.00	10.00
Lhurgoyt (Foil)	3.00		5.00
Pr Lightning Belt (Foil) Pr Lightning Dragen (Pre-rate		4.00 50.00	60.00
A Lightning Brange (Pre-rele	(ase)	50.00	60.00
A Lightning Brange (Pre-rele	(ase)	50.00 7.00 4.00	60.00 10.00 6.00
Lightning Dragon (Pre-rele Pr Lightning Hounds (Foil) Pr Llanowar Flyes (Foil) Pr	4.00 3.00 14.00	7.00 4.00 22.00	60.00 10.00 6.00 30.00
Lightning Dragon (Pre-rele Pr Lightning Hounds (Foil) Pr Llanowar Elves (Foil) Pr	4.00 3.00 14.00 4.00	7.00 4.00 22,00 6.00	10.00 6.00 30.00 9.00
Lightning Dragon (Pre-rele Pr Lightning Hounds (Foil) Pr Lanowar Elves (Foil) Pr Longbow Archer (Foil) Pr	4.00 3.00 14.00 4,00 7.00	7.00 4.00 22,00 6.00 10.00	60.00 10.00 6.00 30.00 9.00 14.00
Lightning Dragon (Pre-rele Pr Lightning Hounds (Foil) Pr Lanowar Elves (Foil) Pr Longbow Archer (Foil) Pr	4.00 3.00 14.00 4,00 7.00	7.00 4.00 22,00 6.00	10.00 6.00 30.00 9.00 14.00
Lightning Dragon (Pre-rele Lightning Hounds (Foil) Pr Llanowar Elves (Foil) Pr Longbow Archer (Foil) Pr Lord of Atlantis (Foil) Pr Mena Crypt Mind Warp (Foil) Pr Monstrous Hound (Pre-rel	4.00 3.00 14.00 4.00 7.00 4.00 4.00 ease)	7.00 4.00 22,00 6.00 10.00 7.00 6.00	60.00 10.00 6.00 30.00 9.00 14.00 10.00 8.00
Lightning Dragon (Pre-reli Pr Lightning Hounds (Foil) Pr Lanower Elves (Foil) Pr Langbow Archer (Foil) Pr Lord of Atlantis (Foil) Pr Mens Grypt Mind Warp (Foil). Pr Monstrous Hound (Pre-rene) Pr Mountain (Furn France)	4.00 3.00 14.00 4.00 7.00 4.00 4.00 ease) 3.00	7.00 4.00 22,00 6.00 10.00	60.00 10.00 6.00 30.00 9.00 14.00 10.00 8.00
Lightning Dragon (Pre-reli Pr Lightning Hounds (Foil) Pr Lanower Elves (Foil) Pr Langbow Archer (Foil) Pr Lord of Atlantis (Foil) Pr Mens Grypt Mind Warp (Foil). Pr Monstrous Hound (Pre-rene) Pr Mountain (Furn France)	4.00 3.00 14.00 4.00 7.00 4.00 4.00 ease) 3.00	7.00 4.00 22.00 6.00 10.00 7.00 6.00 5.00 10.00	10.00 6.00 30.00 9.00 14.00 8.00 7.00 12.00
Lightning Dragon (Pre-reli Pr Lightning Hounds (Fail) Pr Lianower Elves (Foil) Pr Langbow Archer (Foil) Pr Lord of Atlantis (Foil) Pr Mens Grypt Pr Mind Warp (Foil) Pr Monstrous Hound (Pre-re)	4.00 3.00 14.00 4.00 7.00 4.00 4.00 ease) 3.00 7.00	7.00 4.00 22.00 8.00 10.00 7.00 6.00 5.00 10.00 10.00	10.00 6.00 30.00 9.00 14.00 8.00 7.00 12.00 12.00
Lightning Dragen (Pre-rel Lightning Hounds (Fail)Pr Llanowar Elves (Foil) Pr Longbow Archer (Foil) Pr Lord of Atlantis (Foil) Pr Menas Grypt Mind Warp (Foil) Pr Monstrous Hound (Pre-rel Mountain (Euro France)Pr Mountain (Euro France)Pr Mountain (Euro Spain) Pr Mountain (Guru) Pr	4.00 3.00 14.00 4.00 7.00 4.00 4.00 22889) 3.00 7.00 7.00 7.00	7.00 4.00 22.00 8.00 10.00 7.00 6.00 5.60 10.00 10.00 20.00	60.00 10.00 6.00 30.00 9.00 14.00 18.00 7.00 12.00 12.00 12.00 25.00
Lightning Dragen (Pre-rel Lightning Hounds (Fail)Pr Llanowar Elves (Foil) Pr Longbow Archer (Foil) Pr Lord of Atlantis (Foil) Pr Menas Grypt Mind Warp (Foil) Pr Monstrous Hound (Pre-rel Mountain (Euro France)Pr Mountain (Euro France)Pr Mountain (Euro Spain) Pr Mountain (Guru) Pr	4.00 3.00 14.00 4.00 7.00 4.00 4.00 22889) 3.00 7.00 7.00 7.00	7.00 4.00 22.00 6.00 10.00 7.00 6.00 5.00 10.00 10.00 10.00 20.00 2.00	60.00 10.00 6.00 30.00 9.00 14.00 10.00 8.00 7.00 12.00 12.00 12.00 4.00
Lightning Dragen (Pre-rel Lightning Hounds (Fail)Pr Llanowar Elves (Foil) Pr Longbow Archer (Foil) Pr Lord of Atlantis (Foil) Pr Menas Grypt Mind Warp (Foil) Pr Monstrous Hound (Pre-rel Mountain (Euro France)Pr Mountain (Euro France)Pr Mountain (Euro Spain) Pr Mountain (Guru) Pr	4.00 3.00 14.00 4.00 7.00 4.00 4.00 22889) 3.00 7.00 7.00 7.00	7.00 4.00 22.00 6.00 10.00 7.00 6.00 10.00 10.00 10.00 10.00 20.00 20.00 4.00	60.00 10.00 6.00 30.00 9.00 14.00 0.00 8.00 7.00 12.00 12.00 12.00 4.00 5.00
Lightning Dragen (Pre-relevant Scholl) Lightning Hounds (Fail) Lightning Hounds (Fail) Landwar Elves (Foil) Longbow Archer (Foil) Longbow Archer (Foil) Mind Warp (Foil) Monstrous Hound (Pre-rel Mountain (Euro France) Mountain (Euro France) Mountain (Euro Spain) Mountain (Guro)	4.00 3.00 14.00 4.00 7.00 4.00 4.00 2.00 7.00 7.00 7.00 7.00 13.00 1.00 2.00	7.00 4.00 22.00 6.00 10.00 7.00 6.00 5.00 10.00 10.00 20.00 2.00 4.00 8.00 55.00	60.00 10.00 6.00 30.00 9.00 14.00 8.00 7.00 12.00 12.00 12.00 4.00 4.00 70.00
Lightning Dragen (Pre-rele Lightning Hounds (Fail)Pr Lanowar Elves (Foil) Pr Longbow Archer (Foil) Pr Longbow Archer (Foil) Pr Mens Erypt Mind Warp (Foil) Pr Monstrous Hound (Pre-rel Mountain (Euro France)Pr Mountain (Euro France)Pr Mountain (Euro Spain) Pr Mountain (Guro) Pr Mountain (Gur	4.00 3.00 14.00 4.00 7.00 4.00 4.00 2.00 7.00 7.00 7.00 7.00 13.00 1.00 2.00	50.00 7.00 4.00 22.00 6.00 10.00 7.00 6.00 5.00 10.00 10.00 20.00 2.00 4.00 8.00 55.00	60.00 10.00 6.00 30.00 9.00 14.00 10.00 12.00 12.00 12.00 12.00 4.00 5.00 11.00 70.00 8.00
Lightning Dragen (Pre-relication of the Control of Cont	4.00 3.00 14.00 4.00 7.00 4.00 2.00 7.00 7.00 7.00 7.00 13.00 1.00 2.00 45.00 3.00 7.00	50.00 7.00 4.00 22.00 8.00 10.00 7.00 6.00 10.00 10.00 10.00 10.00 10.00 20.00 8.00 55.00 10.00 10.00	60.00 10.00 6.00 30.00 9.00 14.00 18.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 14.00 4.00 70.00 8.00 14.00
Lightning Dragen (Pre-relication of the Control of Cont	4.00 3.00 14.00 4.00 7.00 4.00 2.00 7.00 7.00 7.00 7.00 13.00 1.00 2.00 45.00 3.00 7.00	50.00 7.00 4.00 22.00 6.00 10.00 7.00 6.00 5.00 10.00 10.00 20.00 2.00 2.00 4.00 8.00 5.00 10.00	60.00 10.00 6.00 30.00 9.00 14.00 10.00 12.00 12.00 12.00 12.00 25.00 4.00 5.00 11.00 70.00 8.00 14.00
Lightning Dragen (Pre-relication of the Control of Cont	4.00 3.00 14.00 4.00 7.00 4.00 2.00 7.00 7.00 7.00 7.00 13.00 1.00 2.00 45.00 3.00 7.00	50.00 7.00 4.00 22.00 8.00 10.00 7.00 6.00 10.00 10.00 10.00 20.00 2.00 4.00 8.00 55.00 10.00 10.00 10.00	60.00 10.00 6.00 30.00 9.00 14.00 12.00 12.00 12.00 12.00 5.00 11.00 70.00 14.00 14.00
Lightning Dragen (Pre-relication of the Control of Cont	4.00 3.00 14.00 4.00 7.00 4.00 2.00 7.00 7.00 7.00 7.00 13.00 1.00 2.00 45.00 3.00 7.00	7.00 4.00 22.00 6.00 10.00 7.00 6.00 10.00 10.00 20.00 10.00 20.00 10.00 10.00 10.00	60.00 10.00 6.00 30.00 9.00 14.00 10.00 12.00 12.00 12.00 12.00 25.00 4.00 5.00 11.00 70.00 8.00 14.00
Lightning Dragen (Pre-relations) Lightning Hounds (Foil) Pr Landowar Elves (Foil) Pr Longbow Archer (Foil) Pr Longbow Archer (Foil) Pr Longbow Archer (Foil) Pr Mens Crypt Mind Warp (Foil) Pr Monastraus Hound (Pre-rel Mountain (Euro Bayl) Pr Mountain (Euro Bayl) Pr Mountain (Euro Bayl) Pr Mountain (Euro Bayl) Pr Mountain (Gurn) Dr Mountain (Hora) Pr Mou	4.00 3.00 14.00 4.00 7.00 7.00 7.00 7.00 7.00 7.00 7.00 7.00 13.00 1.00 2.00	7.00 4.00 22.00 6.00 10.00 7.00 6.00 10.00 10.00 2.00 4.00 8.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 2.00 2	60.00 10.00 6.00 30.00 9.00 14.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 14.00
Lightning Dragen (Pre-relations) Lightning Hounds (Foil) Pr Landowar Elves (Foil) Pr Longbow Archer (Foil) Pr Longbow Archer (Foil) Pr Longbow Archer (Foil) Pr Mens Crypt Mind Warp (Foil) Pr Monastraus Hound (Pre-rel Mountain (Euro Bayl) Pr Mountain (Euro Bayl) Pr Mountain (Euro Bayl) Pr Mountain (Euro Bayl) Pr Mountain (Guru) Dr Mountain (Guru) Dr Mountain (Guru) Dr Mountain (Guru) Dr Mountain (Guru) Pr Delains (Euro Revasia) Pr Pilains (Euro Russia) Pr	4.00 3.00 14.00 4.00 7.00 7.00 7.00 7.00 7.00 7.00 7.00 7.00 13.00 1.00 2.00	7.00 4.00 22.00 6.00 10.	60.00 10.00 6.00 30.00 14.00 14.00 12.00 12.00 12.00 12.00 14.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 8.00 14.00
Lightning Dragen (Pre-rel Lightning Hounds (Foil)Pr Llanowar Elves (Foil) Pr Landowar Archer (Foil) Pr Landowar Archer (Foil) Pr Landowar Marcher (Foil) Pr More Stypt Mind Wary (Foil) Pr Monstrous Hound (Pre-rel Mountain (Euro Trance)Pr Mountain (Euro Trance)Pr Mountain (Euro Spain) Pr Mountain (Euro Spain) Pr Mountain (Euro Spain) Pr Mountain (Itar's Saga)Pr Nalatini Dragen Pr Nalatini Dragen Pr Oath of Druids (Foil) Pr Oath of Druids (Foil) Pr Plains (Euro Netherlands) Plains (Euro Netherlands) Plains (Euro With) Pr Plains (Graf Saga) Pr Pouncing Jaguar (Foil) Pr Prodoial Sorocerer (Foil) Pr Prodoial Sorocerer (Foil) Pr Prodoial Sorocerer (Foil) Pr	4.00 4.00 4.00 4.00 4.00 4.00 2.00 7.00 7.00 7.00 7.00 13.00 2.00 45.00 3.00 7.00 7.00 7.00 13.00 13.00 13.00 13.00 13.00 13.00 13.00 14.0	7.00 4.00 22.00 6.00 10.00 7.00 6.00 10.00	60.00 10.00 6.00 30.00 14.00 14.00 12.00 12.00 12.00 12.00 14.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 8.00 14.00
Lightning Dragen (Pre-relevants (Feil) Pre-Landware (Feil) Pre-Landware Archer (Feil) Pre-Landware Archer (Feil) Pre-Landware Archer (Feil) Pre-Landware (Feil) Pre-La	4.00 3.00 4.00 4.00 7.00 4.00 7.00 7.00 7.00 7	7.00 4.00 22.00 6.00 10.	60.00 10.00 6.00 30.00 9.00 14.00 12.00 12.00 12.00 12.00 12.00 12.00 14.00 12.00 12.00 12.00 14.00 12.00 12.00 14.00 12.00 10.0
Lightning Dragen (Pre-relevants (Feil) Pre-Landware (Feil) Pre-Landware Archer (Feil) Pre-Landware Archer (Feil) Pre-Landware Archer (Feil) Pre-Landware (Feil) Pre-La	4.00 3.00 4.00 4.00 7.00 4.00 7.00 7.00 7.00 7	50.00 7.00 4.00 22.00 10.00 7.00 7.00 7.00 7.00 7.00 7.00	60.00 10.00 6.00 9.00 10.00 9.00 10.00 8.00 12.0
Lightning Dragen (Pre-relevants (Fail)) Lightning Hounds (Fail)) Landowar Elves (Foil) Pr Landowar Archer (Foil) Pr Landowar Archer (Foil) Pr Landowar Archer (Foil) Pr Mana Srypt Mind Wary (Foil) Pr Mountain (Euro Trance) Pr Mountain (Euro Tsa) pr Mountain (Euro Spain) Pr Necropotence (Foil) Pr Outraker (Pre-release) Pr Pillage (Foil) Pr Pillage (Foil) Pr Pillage (Foil) Pr Pillage (Euro Netherlands) Pilains (Euro Russia) Pr Pilains (Euro Will) Pr Pouncing Jaguer (Foil) Pr Pouncing Jaguer (Foil) Pr Raging (Karu (Pre-release) Raging Karu	4,00 3,00 14,00 4,00 7,00 4,00 3,00 7,00 3,00 7,00 7,00 7,00 13,00 1,00 5,00 7,00 7,00 7,00 7,00 7,00 7,00 7	50.00 7.00 4.00 22.00 10.00 10.00 6.00 10.	60.00 10.00 6.00 30.00 9.00 14.00 10.00 8.00 7.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 8.00 14.00 12.00 12.00 8.00 14.00 15.00 16.00 8.00 16.00
Lightning Dragen (Pre-relation) Lightning Hounds (Foil) Pr Landowar Elves (Foil) Pr Landowar Elves (Foil) Pr Landowar Archer (Foil) Pr Landowar Archer (Foil) Pr Landowar Marcher (Foil) Pr Mens Crypt Mind Warry (Foil) Pr Mountain (Euro Istay) Pr Mountain (Guru) L. Pr Mountain (Guru) Pr Mountain (Guru) Pr Mountain (Guru) Pr Mountain (Guru) Pr Mountain (Hora') Pr Mountain (Guru) Pr Mountain (Hora') Pr Mountain (Guru) Pr Delains (Guru) Pr Plains (Euro Netherlands) Plains (Euro Netherlands) Plains (Guru) Pr Plains (Guru) Pr Plains (Guru) Pr Podraja Sogoreer (Foil) Pr Prodraja Sorocreer (Foil) Pr Raging Kavu (Pre-release Prevenant (Pre-release	2.00 (50.00 7.00 4.00 22.00 8.00 10.	60.00 10.00 6.00 9.00 9.00 12.
Lightning Dragen (Pre-relevant Comments of	2.00 (7.00 4.00 7.00 4.00 6.00 6.00 7.00 6.00 10.00 7.00 6.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 6.00 6	60.00 10.00 6.00 30.00 9.00 14.00 12.00 12.00 12.00 12.00 12.00 14.00 12.00 12.00 12.00 12.00 12.00 14.00 15.00 16.00 16.00 16.00 8.00 8.00 16.00 16.00
Lightning Dragen (Pre-relevant Comments of	2.00 (50.00 7.00 4.00 8.00 10.	60.00 10.00 6.00 9.00 9.00 12.
Lightning Dragen (Pre-relation) Lightning Hounds (Foil) Pr Landowar Elves (Foil) Pr Landowar Elves (Foil) Pr Landowar Archer (Foil) Pr Landowar Archer (Foil) Pr Landowar Marcher (Foil) Pr Mens Crypt Mind Warry (Foil) Pr Mountain (Euro Istay) Pr Mountain (Guru) L. Pr Mountain (Guru) Pr Mountain (Guru) Pr Mountain (Guru) Pr Mountain (Guru) Pr Mountain (Hora') Pr Mountain (Guru) Pr Mountain (Hora') Pr Mountain (Guru) Pr Delains (Guru) Pr Plains (Euro Netherlands) Plains (Euro Netherlands) Plains (Guru) Pr Plains (Guru) Pr Plains (Guru) Pr Podraja Sogoreer (Foil) Pr Prodraja Sorocreer (Foil) Pr Raging Kavu (Pre-release Prevenant (Pre-release	2.00 (7.00 4.00 7.00 4.00 6.00 6.00 7.00 6.00 10.00 7.00 6.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 6.00 6	60.00 10.00 6.00 30.00 9.00 14.00 12.00 12.00 12.00 12.00 12.00 14.00 12.00 12.00 12.00 12.00 12.00 14.00 15.00 16.00 16.00 16.00 8.00 8.00 16.00 16.00

Sengir VampirePr	4.00	6.00	8.00
O Serra Angel (6 x 9)Pr	15.00	18.00	22.00
O Serra Angel (Foil)Pr	60.00	80.00	100.00
O Serra Avatar (Foil)Pr	25.00	35.00	50.00
Sewers of EstarkPr	1.00	2,50	4.00
Shock (Foil)Pr	7.00	10.00	13.00
 Skittering Skirge (Foil) Pr 	3.00	5.00	7.00
O Staunch Defenders (Foil)			
Pr	3.00	5.00	7.00
Stone Rain (Foil) Pr	7.00	10.00	12.00
Stroke of GeniusPr	25.00	40.00	55.00
Stupor (Foil)Pr	5.00	8.00	10.00
 Swamp (Euro Belgium) Pr 	7.00	10.00	12.00
 Swamp (Euro France) Pr 	7.00	10.00	12.00
Swamp (Euro UK)Pr	7.00	10.00	12.00
Swamp (Guru)Pr	13.00	20.00	25.00
 Swamp (Urza's Saga) Pr 	1.00	2.00	4.00
• Terror (Foil)Pr	7.00	10.00	12.00
Thran QuarryPr	6.00	9.00	14.00
Uktabi Orangutan (Foil)Pr	5.00	6.00	8.00
 Vampiric Tutor (Foil) Pr 	60.00	80.00	95.00
Volcanic Geyser (Foil) Pr	5.00	7.00	9.00
Warmonger (Foil)Pr	1.00	2.00	4.00
Windseeker Gentaur Pr	2.00	3.00	5.00
The Control of the Co			740
		_	_

DRAGON BALL Z: SAIVAN SAGA

SCORE-2000			
Full Set (250 cards)	200.00	250.00	300.00
Full FOIL Set (250 cards)	450.00	600 00	800.00
Starter Deck (54 cards)	8.50	11.00	13.50

DRAGON BALL Z: FRIEZA SAGA

SCORE-2000		and the same	a mile disclosivi
Full Set (131 cards)		140.00	175.00
Full FOIL Set (131 cards)	450.00	500.00	550.00
Common (1*) cards	.15	.25	.35
Uncommon (3*) cards	.75	1.00	1.50
Personality (4*) cards	1.00	2.00	3.00
Unlisted Rare (5*) cards	2.00	3.00	4.00
Median FOIL cards prices a	re 2x-3x	its non-	FOIL
version.			
Calming SanctuaryPR	4.50	6.00	8.00
Captain Ginyu Transformed PR	4.50	6.00	8.00
Dragon's GlarePR	4.50	6,00	8.00
Friends Help FriendsPR	4.50	6.00	8.00

Calming SanctuaryPR	4.50	6.00	8.00
Captain Ginyu Transformed PR	4.50	6.00	8.00
Dragon's GlarePR	4.50	6,00	8.00
Friends Help FriendsPR	4.50	6.00	8.00
Frieza the Master (Foil) UR	50.00	75.00	100.00
Goku On Namek (Level 4) R	8.00	10.00	12.50
Goku's Good Swift KickPR	8.00	10.00	12,50
It's Just Not Worth It!PR	6,00	8.00	10.00
Orange Forceful Kick PR	10.00	15.00	18.00
Piccolo (Level 4) R	4.50	8.00	8.00
Red Blocking HandPR	00.8	10.00	12.50
Super Saiyan Goku (Foil - Leve	d 4)		
UR	100.00	150.00	180.00
The Last WishPR	6.00	8.00	10.00
Veneta's Lunne PR	10 00	15 00	18 00

DRAGON BALL Z:

HIDITIA ORON	l .		
SCORE-2001			
Full Set (200 cards)	*	참	*
Full FOIL Set (200 cards)	#	45	45
Common (1*) cards	.15	.25	.35
Unlisted Uncommon (3*) cards	.75	1.00	1.50
Personality (4*) cards	1.00	2.00	3.00

SCORE—2001 Full Set (200 cards) Full Foil Set (200 cards)	*	삼	*
Common (1*) cards	.15	.25	.35
	.75	1.00	1.50
	1.00	2.00	3.00

What Was | Thinking R 3.00 4.00 5.00 Where There's Life There's Hode UR 45.00 60.00 80.00 DRAGON BALL Z: ANDROIDS SAGA

Vegeta (level 2 High Tech - Foil) Vegeta Scans The City R

Vegeta, Saivan Prince (level 4) Villain's True Power UR 4500

Spice (The Enchanter (level 2 High Tech - runy Spice, the Enchanter (level 2 High Tech - runy 7.00 Trunks (Holb-Foil) PR 14.00 20.00 Trunks Defensive Crouch (Holb-Foil) PR 4.50 8.00 Trunks the Heru (level 4) R 4.50 8.00 Trunks, the Sayan (level 2 High Tech - Foil) 9.50 12.00

Vinegar (Holo-Foil)PR 9.50 12 Vinegar, the Battler (level 2 High Tech - Foil)



MILLIAND IN (ICACI I) ITTELLE	0,00	U.UU	10,00
Android 16 (level 1) (Foil) R	9.50	12.00	15.00
Android 17 (level 1) R	6.00	8.00	10.00
Android 17 (level 1) (Fail) R	9.50	12.00	15.00
Android 18 (level 1) R	8.00	10.00	12.50
Android 18 (level 1) (alternate i	mage)		
R	9.50	12.00	15.00
Android 18's Stare Down R	4.00	5.00	6.00
Android 19 (level 1) R	5.00	7.00	9.00
Android 19 (level 1) (Foil) R	9.50	12.00	15.00
Android 20 (level 1) R	5.00	7.00	9.00
Android 20 (level 1) (Foil) R	9.50	12.00	15.00
City in TurmoilR	5.00	7.00	9.00
Dying PlanetR	5.00	7.00	9.00
Dying Planet (Foil)R	9.50	12.00	15.00
Goku's Heart DiseaseR	5.00	7.00	9.00
Piccolo, the Trained (l. 1) R	8.00	10.00	12,50
The Hero is Down (Foil) UR	40.00	50.00	60.00
Tien, the Watcher (level 4) R	5.00	7.00	9.00
Tien, the Watcher (l. 4 Foil)R	9.50	12.00	15.00
Trunks Guardian Drill (Foil)UR	45.00	60.00	80.00
Vegeta, the Ready (level 1) R	8.00	10.00	12,50
Yajirobe, the Unstoppable (level	4)		
R	6.00	8.00	10.00
Yajirobe, the Unstoppable (level	4) (Foil)		
R	9.50	12.00	15.00
Yamcha is There (level 4) R	5.00	7.00	9.00
Yamcha is There (l. 4 Foil) R	9.50	12.00	15.00

DOGGIE STYLE

How art thou better than Grizzly Bears? Let us count the ways. Your opponent tries sliding a Feared creature like Frightcrawler past you? Just pump the dog and take it out with your now-black 3/3-er bigger-beast. Need to get threshold quickly? Just dump your hand and go in for the kill with Krosan Beast and the like. Abuse cards with a cheap flashback cost like Roar Of The Wurm by chucking them early or just turn a giant like Cabal Patriarch into Scooby Snacks and then Zombify him.



Starter Box (1 deck, 3 boosters)	15.00	20.00	24.00
Booster Pack (9 cards)	2.75	3.30	4.00
Common (1*) cards	.10	.15	.25
Uncommon (3*) cards	.50	.75	1.00
Personality (4*) cards	1.00	2.00	3.00
Unlisted Rare (5*) cards	2.00	3.00	4.00
Median FOIL card prices are	twice t	to three	times
its non-FOIL version.			

its non-FOIL version.						
Chiaotzu's Physical Defense (Foi						
Same Constitution SUR	20.00	30.00	40.00			
Earth Dragon Ball 6R	4.00	5.00	6.00			
Earth Dragon Ball 7R	4.00	5.00	6.00			
	4.00	5.00	6.00			
Gohan (level 4) PR	4.00	5.00	6.00			
Gohan's AngerPR	4.00	5.00	6.00			
Goku (level 4) PR	4.00	5.00	6.00			
Goku's AttackPR	4.00	5.00	6.00			
Goku's Lucky BreakR	4.50	6.00	8.00			
Goku's Lucky Break (Foil) .R	10.00	15.00	18.00			
Goku's Plan (Foil)UR	25.00	35.00	45.00			
Goku's Truce (Fail)UR	30.00	40.00	50.00			
Krillin (level 4) PR	4,00	5.00	6.00			
Krillin's TrickPR	4.00	5.00	6.00			
Medic Kit (Foil)UR	40.00	46.00	54.00			
Nappa (level 4) (all versions)						
PR	4.00	5.00	6.00			
Piccolo's Revenge PR	4.00	5.00	6.00			
Raditz (level 4) PR	4.00	5.00	6.00			
Saivan Appraisal Maneuver .R	4.00	5.00	6.00			
Saiyan Truce Card R	4.00	5.00	6.00			
Super Saiyan Goku's PowerPR	4.00	5.00	6.00			
Vegeta (level 4)PR	4.50	6.00	8.00			
Vegeta's PlansR	4.50	6.00	8.00			
Vegeta's Plans (Foil)R	10.00	15.00	18.00			
Friezz's Spirit Cohan (1994 A) P.R. Gohan (1994 A) P.R. Gohan's Anger P.R. Goku's Attack P.R. Goku's Lucky Break P.R. Goku's Lucky Break P.R. Goku's The Goku's Lucky Break (Foil) J.R. Goku's Plan (Foil) J.R. Goku's Time (Foil) J.R. Krillin's Tirick P.R. Medic Kit (Foil) J.R. Mappa (1994 A) (all versions) P.R. Piccola's Revenge P.R. Galiftz (1994 A) (all versions) P.R. Saiyan Appraisal Maneuver R. Saiyan Times Gard P.R. Super Saiyan Goku's Power P.R. Yugeta's Plans (1994 P.R. Yugeta's Plans (Foil) P.R. Yugeta's Smirk P.R.	4.00	5.00	6.00			

Unlisted Rare (5*) cards Median FOIL cards prices version.	s are i		3.00 <i>non-F0</i>	4.00 L
Android 18			15.00 4.00	18.00 5.00
Blue Battle Drill (Holo-Foil) [PR	4.50 3.00	6.00 4.00	8.00
Blue Style Mastery	CENTRAL PROPERTY.	0.00	9kUU	15 00

Captain Ginyu (Holo-Foil) .PR	9.50	12.00	15.00
Captain Ginyu (level 1-Foil)			
	4.00	5.00	6.00
Concentration Drilt (Holo-Foil)		a man	200
PR	4.50	6,00	8.00
Confrontation (Holo-Foil)PR	4.50	6.00	8.00
Frieza (Holo-Foil) PR	10.00	15.00	18.00
Frieza the Master (level 2 High T	ecn)	0.00	10.00
200	6.00	8.00	10.00
Frieza, Revived (level 4) U	4.00	5.00	6.00
Garlic Jr, the Merciless (level 2	High lech 5.00	- Foil)	0.00
D. J. L. Gille Cally DD		7.00	9.00
Garlic Jr. (Holo-Foil) PR	10.00	15.00	18.00
Gohan (level 2 High Tech - Foil)	0.00	0.00	10.00
Gohan Empowered (level 4) R	6.00	8.00	10.00
Gonan Empowered (level 4) K	3.00	4.00	5.00
Goku (level 2 High Tech - Foil)	0.00	0.00	*0.00
With Man William	6.00 3.00	8.00 4.00	10,00 5,00
Goku's Battle ReadyR	3.00	4.00	9.00
Goku, The Unbeatable (level 4)	50.00	85.00	as no
Consequence en consequence UR	4.50		85.00
Guru As Your Ally		6.00	8.00
HBFO'S LUCKY BERBIN		4.00	5.00
King Cold, Galactic Ruler(level 2	5.00	7.00	9.00
King Cold, the All Powerful (leve	3,00	F.UU FOLDSTONES	3.00
	35.00	45.00	55.00
Marie Assessment DR	3.00		5.00
Krillin (level 1)	4.00	5.00	6.00
Krillin (level 3)R		6.00	8.00
Krillin Enraged (level 2) R	4.50	4.00	5.00
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Namekian Dragon Ball 6 R	4.30	0.00	O.UU

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SCORE-2001		

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Team Work Kamehameha PR
Fatherly Advice..... PR 45.00 45.00 50.00 50.00 55.00 55.00 Fatherly Advice...... 51.00 55.00



HARRY POTTER WIZARDS OF THE COAST-2001

Full Set (HD cards)	140.00	[20,00	240,00
4 Privet Drive	0.50	0.75	1.00
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Apparate	0.50	0.75	1.00
Avifors	0.15	0.25	0.35
Baby Dragon	0.50	0.75	1.00
Baubillious	0.15	0.25	0.35
Bluebell Flames	0.50	0.75	1.00
Bluebell Flames	3.00	4.00	5.00
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Boil Cure	0,15	0.25	0.35
Borrowed Wand	0.15	0.25	0.35
Burning Bitterroot Balm U	0.50	0.75	1.00

Self-reported to the state and a self-reported to	Sept 23 Sept	AND DESCRIPTION OF	O COMPANY N	Cr XION I I COM
Cage	н	0.50	0.75	1.00
Care of Magical Creatures	i	0.15	0.25	0.35
Cauldon to Ciny	L.	0.15	0.25	0.35
Cauldron to Sieve	-la	0.10		0.00
DRAMES, AND	de s	0.10	0.75	0.25
Confundus	.u	0.50	0.75	1.00
Curious Raven	.C	0.15	0.25	0.35
Cean Thomas	Н.	7.00	9.00	17.00
Delivery Owl	.R	2.50	3.50	4.50
Diagon Alley	.U	0.50	0.75	1.00
Diagon Alley	PR	2.00	3.00	4.00
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Dogbreath Potion Draco Malfoy Draco Malfoy Draco's Trick	Aliga.	0.50	9.00	11,00
Draco's Irick	.u	0.50	0.75	1.00
Dragon Heart Wand	U.	0.50	0.75	1.00
Dragon Heart Wand Dragon's Escape	IF.	4.50	6.00	8.00
Draught of Living Beath	.R	2.00	3.00	4.00
Dungbomh	C	0.15	0.25	0.35
Dungbomb Elbar of Life	F	4.50	6.00	8.00
Enevimies	C	0.15	0.25	0.35
Epoximise	P	0.15	0.25	0.35
Compent rough	u,	0.15	0.25	0.00
Fluffy Falls Asleep	۵.			0.35
Forest Iroll	نا.	0.15	0.25	0.35
Forest Trall	.C	0.15	0.25	0.35
Foul Brew	.C	0.15	0.25	0.35
Fumos	.U	0.50	0.75	1.00
Giant Tarantula	.C	0.15	0.25	0.35
Fumos	F	5.00	7.00	9.00
Guard Don	II	0.50	0.75	1.00
Guard Dog Hagrid and the Stranger Hannah Abbott Harry Hunting	C	0.15	0.25	0.35
Bannah Abban	Her	7.00	9.00	11.08
riginal Appeu	H.		2.00	4.00
Harry Humang	.K	2.00	3.00	
Harry Puller	æ	10.00	15.00	18.00
Hermione Granger	,F	4.50	6.00	8.00
Hermione Granger Hermione Granger	H	7.00	9,00	11.00
Hiding From Snape	U,	0.50	0.75	1.00
History of Magic	.R	1.75	2.50	3.00
Homework	C	0.15	0.25	0.35
Hospital Wing	.0	0.15	0.25	0.35
Human Obase Come	.0		6.00	
Human Chess Game	٠F	4.50		0.00
Human Chess Game	.Li	0.15	0.25	0.35
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Invisibility Cloak	.F	4.50	6.00	8.00
		0.50	0.75	1.00
Logic Puzzle	.U	0.50	0.75	1.00
Lost Notes	.G	0.15	0.25	0.35
Magical Mishap Malevolent Mixture	C	0.15	0.25	0.35
Malevolent Mixture	R	2.50	3.50	4.50
Meet the Centaurs	R	1.75	2.50	3.00
Mountain Troll	D	2.00	3.00	4.00
Mrs. Norris	'L	2.00	3.00	4.00
MIS. HUITIS	11	0.50	0.75	1.00
Mysterious Egg Nearly Headless Nick	.0		9.00	11.00
nearly neadless block	D.	7.00	0.00	
Norbert	.K	2.00	3.00	4.00
Noxious Paison	.C	0.15	0.25	0.35
Nurture	,U	0.50	0.75	1.00
Ohliviate	.F	4.50	6.00	8.00
Ollivanders	- 11:	0.50	0.75	1.00
Out of the Woods	.C	0.15	0.25	0.35
Peeves Causes Trouble	.U	0.50	0.75	1.00
Ont Dot	.0	0.15	0.25	0.35
Pet Rat	[]	0.50	0.75	1.00
Paydor Couldman	D.		0.75	0.35
rewier cauleron	J.	0.15		
PROBERTY PEATING WARD	7.	2.50	3.50	4.50
Pewter Cauldron Phoenix Feather Wand Platform 9 3/4	.K	2.00	3.00	4.00
		0.50	0.75	1.00
Potion Ingredients	.R	1.75	2.50	3.00
Potion Ingredients Potions	of a	0.10	0.15	0.25
Potions Exam	.U	0.50	0.75	1.00
Potions Mistake	2.	0.15	0.25	0.35
Professor Filius Filtwick	H	7.00	9.00	11.00
Professor Severus Snape	P	7.00	9.00	11.00
Raven to Writing Desk	.R	2.00	3.00	4.00
	C	0.15	0.25	0.35
	PR		3.00	4.00
		2.00	0.75	
Reptile House	U	0.50		1.00
Restricted Section Rön Weasley Rubeus Hagrid Section Stan	11	0.15	0.25	0.35
non Wessley	H.	7.00	9,00	11.00
Rubeus Hagrid	H.	7.00	9,00	11.00
		0.10	0.25	0.35
Shrinking Potion Silver Cauldron	.R	2.00	3.00	4.00
Silver Cauldron	U.	0.50	0.75	1.00
Snape's Question	C	0.15	0.25	0.35
Snape's Question	.PR	3.00	4.00	5.00
Snuffling Potion	Ü.	0.50	0.75	1.00
Squiggle Quill	C	0.15	0.25	0.35
Steelclaw	C	0.15	0.25	0.35
Strategy Session	pp	4.50	6.00	8.00
Chinafu	11			
Stupefy	, U	0.50	0.75	1,00
Surty Hound	نا. ا	0.15	0.25	0.35

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Take Root	0.50 2.00	0.75 3.00	1.0
Toe Biter	0.15	0.25	0.3
TransfigurationL	0.10	0.15	0.2
Transfiguration ExamR	2.00	3.00	4.0
Transfiguration Test	2.00	3.00	4.00
Transmogrify	0.50	0.75	1.00
Troll in the Bathroom F	4.50 5.50	6.00 7.50	8.00 9.51
UnicomF	0.50	0.75	1.0
Unusual Pets	0.50	0.75	1.0
Vermillious	0.15	0.25	0.3
Vicious Wolf	0.15	0,25	0.3
Wingardium Leviosa! C	0.15	0.25	0.3
Winged Keys	0.50	0.75	1.0
Wizard CrackersC	0.15	0.25	0.3

Brass Golem (#9)	2.00	3.00	4.00
Byrch (#167)	56.00	70.00	82.00
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Crusher (#114) 5	4.00	5.00	6.00
Crypt Worm (#142)3	2.00	3.00	4.00
Grypt Worm (#143)	3.00	4.00	5.00
Crypt Worm (#144)5	4.00	5.00	6.00
Crystal Bladesman (#19)1	0.75	1.00	1.50
Crystal Bladesman (#20)2	1.40	2.00	2.50
Crystal Bladesman (#21)3	1.75	2.50	3.00
Deep Spawn (#130) 3	1.75	2.50	3.00
Deep Spawn (#131) 4	2.50	3.50	4.50
Deep Spawn (#132) 5	4.00	5.00	6.00
Demi-magus (#10) 1	1.40	2.00	2.50
Demi-magus (#11) 2	2.00	3.00	4.00
Démi-magus (#12)3	3.00	4.00	5.00
Digger Khep (#171) PR	52.00	65.00	76.00
Djakmaukar #162) PR	62.00	76.00	98.00
Dwarven Berserker (#46)1	1.00	1.25	1.75
Burgruph Rereerker (#47)	1.40	200	2.50
Dwarven Berserker (#48)3	2.08	3.00	4.00
Dwarven Fuser (#91) 2	1.00	1.50	2.00
Dwarven Fuser (#92) 3	1.50	2.25	2.80
Dwarven Fuser (#93) 4	2.50	3.50	4.50
Dwarven Jart (#151) 6	14.00	20.00	24:00
Elemental Priest (#147) 6	14.00	20.00	24.00
Feral Bloodsucker (#34) 1	1.00	1.25	1.75
Feral Bloodsucker (#35) 2	1.40	2.00	2.50
Feral Bloodsucker (#36) 3	2.00	2.75	3.25
Fickett Townley (#173) PR	46.00	55.00	66.00
Goltusep (#169) PR	55,00	68.00	80.00
Grave Robber (#31)	1.00	1.50	2.00
Grave Robber (#32) 2	1.50	2.25	2.80
Grave Robber (#33) 3	2.25	3.25	4.25
Half-troll Hacker (#118)3	200	3.00	4.00
Half-troll Hacker (#119) 4	3.00	4.00	5.00
Half-troll Hacker (#120) 5	4.50	6.00	8.00
Hierophant (#168)	27.00	38.00	47.00

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Nightstalker (#81)	4	2.50	3.50	4.50
Noble Archer (#97)	.3	2.50 1.75 2.50	2.50	3,00
Noble Archer (#98)	A	2.50	3.50	4.50
Noble Archer (#99)	.5	4.00	5.00	6.00
Oakes (#168)	.PR	52.00	65,00	76.00
Order of Vladd (#150)	6	20.00	30.00	40.00
Oakes (#168) Order of Vladd (#150) Paladin Prince (#153) Ramkare (#163)	.b	15.00	21.00	25.00 82.00
Ramkare (#103)	.PR	56.00 0.75	70.00	1.50
Ranger (#22)	2	1.25	1.75	2.25
Ranger (#24)	3	1.50	2.25	2.80
Ravarshi (#172)	PR	50.00	63.00	75,00
Rowan (#166)	.PK	60.00	74.00	85.00
Royal Pikeman (#100)	.3	1.75	2.50	3.00
ROUSE PIKAMSO FESSELL	4	2.50	3,50	4.50
Royal Pikeman (#102)	.5	4.00	5.00	6.00
Royal Pikeman (#102) Screeching Terror (#82) Screeching Terror (#83) Screeching Terror (#84)	.2	1.25	1.75 2.50	2.25 3.00
Screeching letter (#63)	.3	2.50	3.50	4.50
Coething Knight (#73)	2	1.00	1.50	2.00
Seething Knight (#73) Seething Knight (#74)	3	1.40	2.00	2.50
Soothing Knight (#15)	4	1.75	2.50	3.00
Shade (#127)	.3	1.40	2.00	2.50
Shade (#128)	.4	2.50	3.50	4.50
Shade (#129)	.5	4.00	5.00	6.00
Shaman (#115)	3	3.00	4.00	5.00
Shaman (#116)	.,4	3.60	4.75	5.50
Shaman (#117)	3	4.50	6.00	8.00
Skeleton (#124) Skeleton (#125) Skeleton (#126)	.3	1.75 3.00	2.50 4.00	3.00 5.00
Skeleton (#125) Skeleton (#126)	E S	4.00	5.00	6.00
Slasher (#109)	3	1.75	2.50	3.00
Slasher (#110)	.4	3.00	4.00	5.00
Slasher (#111)	5	4.00	5.00	6.00
Snow (#174)	.PR	75.00	90.00	100.00
Steam Golem (#94)	.2	1.50	2.25	2.80
Steam Golem (#95)	.3	2.00	3.00	4.00
Steam Golem (#96)	4	4.00	5.00	6.00
Storm Golem (#146)	.6	24.00	35.00	46.00 3.00
Temple Blademaster (#106) Temple Blademaster (#107)	.3	1.75 2.60	2.50 3.75	4.80
Temple Blademaster (#108)	*	4.00	5.00	6.00
Torengor (#176)	PR	48.00	60.00	72.00
Troll Artillerist (#67)	. 2	1.50	2.25	2.80
Troll Artillerist (#68)	3	2.00	3.00	4.00
Troll Artillerist (#69)	4	3.00	4.00	5.00
Troll Brawler (#64) Troll Brawler (#65)	2	1.40	2.00	2.50
Troll Brawler (#65)	. 3	2.00	2.75	3.25
Troll Brawler (#66)	. 4	3,00	4.00	5.00 24.00
Utem Crossbowman (#1)	10	14.00 0.75	20,00	1.50
Utem Crossbowman (#1) Utem Crossbowman (#2)	3	1.25	1.75	2.25
Utem Crossbowman (#2) Utem Crossbowman (#3)	3	1.40	2.00	2.50
Utem Guardsman (#4)	. 1	0.75	1.00	1.50
Utem Guardsman (#5)	. 2	1.25	1.75	2.25
Utem Guardsman (#6)	3	1.25 1.40	2.00	2.50
Werebear (#139)	3	1.75	2.50	3.00
Werebear (#140)	4	2,60	3.75	4.80
Werebear (#141)	5	4.00	5.00	6.00
Werewolf (#136)	.3.	2.00 3.00	3.00 4.00	4.00 5.00
Morewolf (#131)	5	4.25	5 25	6.20
Werebear (#134) Werebear (#141) Werebear (#136) Werewolf (#136) Werewolf (#138) Wood Golem (#61)	7	1.40	5.25 2.00	2.50
	.3	2.00	3.00	4.00
Wood Golem (#62) Wood Golem (#63)	4	3.00	4.00	5.00
Woodland Scout (#13)	. 1	1 00	1.25	1.75
Woodland Scout (#14)	2	1 25	4.00 1.25 1.75 2.50	5.00 1.75 2.25
Woodland Scout (#15)	.3	- A133.	250	3.00
Woodland Scout (#14) Woodland Scout (#15) Wrath (#155) Zombie (#25)	6	17.00	23.00	28.00
Zombie (#25)	١.,١	0.75	1.00	1.50 2.25
Cumule (#20)	2	1.25 1.50	1.75	2.25
Zomble (#27)	03	1,00	2.23	2.00

TRANSFIGURATION TEST

You can save your butt by clearing the board with Transfiguration Exam, but at 10 lessons it's way expensive. Its much cheaper counterpart Transfiguration Test leaves a critter on each side but only costs you half as much. As long as your best creature is better than theirs, you'll have a much greater chance to win the damage race. Players and collectors alike are starting to catch onto this, so watch for it to jump a buck or two. And hey, it's already taught us how to turn brooms into snakes.



BAROT VALIOUS PEDELLION

MAGE KNIGHT		itb	ELLI	UN
WIZK#05-2000				
Full Set including Promos		700.00	00.008	900.00
Alessi Ost (#175)	.PR	53.00		78.00
Altern Guardsman (#58)	.2	0.75		1.50
Altem Guardsman (#59)		1.40		
Altem Guardsman (#60)	4		2.50	
Amazon Blademistress (#85)	.2	1.25	1.75	2.25
Amazon Blademistress (#86)	3	1.75	2.50	3.00
Amazon Blademistress (#87)	4	2.50	3.50	4,50
Amazon Queen (#152) ,				
Amotep Gunner (#49) .,,				
Amotep Gunner (#50)			3,00	
Amotep Gunner (#51)	4	4.50		
Amotep Incinerator (#52)		1.25		
Amotep Incinerator (#53)		1,75		
Amoten Incinerator (#54)	4		3,50	
Anunub (#164)	PR	140.00	200.00	250.08
Black Powder Boomer (#88)		1.25		
Black Powder Boomer (#89)	.3	1.75		
Black Powder Boomer (#90)	4	2.50	3,50	
Blade Golem (#55)	2	1.40		
Blade Golem (#56)	.3	2.00		
Blade Golem (#57)		4,00		
Bone Golem (#76)		2.00		
Bone Golem (#77)	3	3.00		
Bone Golem (#78)	. 4	4.00	5.00	
Brass Golem (#7)	1	1.00	1.25	
Brass Golem (#8)	2	1.40	2.00	2.50

-				
-	Imp (#121)	1.50	2.25	2.80
1	Imp (#122)4	2.50	3.50	4.50
i	Imp (#123)	3.00		5.00
1	Kerraii (#170)	47.00	58.00	70.00
1	Khamsin Freelancer (#37)1	0.75	1.00	1.50
	Khamsin Freelancer (#38)2	1.25	1.75	2.25
	Khamsin Freelancer (#39)3	1.50	2.25	2.80
	Khamsin Fuser (#40) 1	0.75	1.00	1.50
ł	Khamsin Fuser (#41) 2	1.25	1.75	2.25
	Khamsin Fuser (#42) 3	1.75	2.50	3.00
	Khujeret (#161)PR	55.00	68.00	80.00
	Ki Devil (#133)	1.75	2.50	3.00
	Ki Devil (#134) 4	2.60	3.75	4.80
ı	Ki Devil (#135) 5	4.00	5.00	6.00
ı	Leech Medic (#43)1	1.00	1.50	2.00
	Leech Medic (#44)2	1.40	2.00	2.50
ı	Leech Medic (#45)	2.00	3.00	4.00
	Liege Knight (#103) 3	1.75	2.50	3.00
	Liege Knight (#104 4	3.00	4.00	5.00
ı	Lieue Knight (#105)	4.00	5.00	6.00
i	Living Elemental (#70) 2	1.40	2.00	2.50
	Living Elemental (#71) 3	2.00	3.00	4.00
	Living Elemental (#72) 4	3.00	4.00	5,00
ı	Magna Draconum (#157)6	24.00	33.00	45,00
	Magus (#145)	20.00	29,00	37.00
	Magus Draconum (#158) 6	24,00	33.00	45.00
ı	Mending Priestess (#16)1	1.00	1.25	1.75
	Mending Priestess (#17) 2	1.40	2.00	2.50
ı	Mending Priestess (#18)3	2.00	3.00	4.00
	Mystic Draconum (#159)6	24.00	33.00	45.00
	Necromancer (#149)6	20.00	29.00	37.00
ı	Neophant (#156)	20.00	30.00	40.00
ľ	Nessa Nettle (#165) PR	46.00	55.00	66.00
۱	Nightblade (#28)1	0.75	1.00	1.50
	Nightblade (#29)2	1.25	1.75	2.2
	Nightblade (#30)	1.75	2.50	3.00
	Nightstalker (#79)2	1.25	1.75	2.25
	Nightstalker (#80) 3	1.75	2.50	3.00

MAGE KNIGHT: LANCERS

WIZKIDS-2001 Full Set including Ultra-Rares .	225.00	310.00	400.00
Abydor (#160)	PR6 60.00	78.00	86.00
Allfuldi Arciici uli Alifuldi (17.1)	3 1.75	2.50	3.00
Ankhar Archer on Ankhar (#1	31)		
	4 3.50	4.50	5.50
Ankhar Archer on Ankhar (#13	32) 5 4.00	5.00	6.00
Ankhar Butcher on Ankhar (#		5,00	0.00
ARRINAL DURCHES OIL ARRINAL CIT	3 1.75	250	3.00
Ankhar Butcher on Ankhar (#		- selvin	· · winey.
	4 3.50	4.50	5.50
Ankhar Butcher on Ankhar (#		31	1000
*	5 4.00		6.00
Arcane Draconum (#142)	6 24.00		44.00
Barber-Surgeon (#76)		1.75	2.25
Barber-Surgeon (#77)		2.25 3.00	2.80
Barber-Surgeon (#78)	TOTAL PROPERTY	1.75	2.25
Bone Grinder (#73)	2 1.25 3 1.50		2.80
Bone Grinder (#74) Bone Grinder (#75)	4 2.00		4.00
	PR3.20.00		40.00
Cave Archer on Cave Runner (30,00	40,00
bave Atolier on Gave riginion (3 1.75	2.50	3.00
Cave Archer on Cave Runner (2.00	9,00
Dave Alcilei dil Care Ruillei (4 3.25	4.25	5.00
Cave Archer on Cave Runner (~ 45°	****
Mary Motor on adja Manua	5 4.00	5.00	6.00
Cave Butcher on Cave Runner	(#121)		j.
114711117711144444	3 1.75	2.50	3,00
Cave Butcher on Cave Runner			
	4 3.25	4,25	5.00
Cave Butcher on Cave Runner			G-93
· municipality	5 4.00		6.00
Centaur Archer (#10)			1.50
Centaur Archer (#11)	2 1,00	1.50	200

MAGE KNIGHT DATA

W=WEAK S=STANDARD T=TOUGH PR=PROMOTIONAL

	g.			
Longbow Archer (#32)	2	1.00	1.58	2.00
Longbow Archer (#33)		1.40	2.00	2.50
Lurker (#16)		.75	1.00	1.50
Lurker (#17)		1.00	1.50	2.00
Lurker (#18)		1.75	2.50	3.00
Marsh Zombie (#13)		.75	1.00	1.50
Marsh Zombie (#14)		1.00	1.50	2.00
Marsh Zombie (#15)		1.75	2.50	3.00
Martyr on Light Warhorse (4				
		20.00		40.00
Mogga Crackshot (#157) .	PR3	20.00	30.00	40.00
nier nach der schieben der bei eine Mitche	.20.66	/athrops		
Nightmare Banshee on Nigh			2.50	2.00
Nightmare Banshee en Nigh	mara	/-H-107\		9.00
angululare danahen ni (ngu	IIIIdi E	9 75	3.75	4.75
Nightmare Banshee on Nigh	lmare	(#108)	0.10	7,10
Augminiare Danisiae on ingi-		4.50	5.50	6.50
Nightmare Reaper on Nightm	nare (#100)		
	.3	1.75	2.50	3.00
Nightmare Reaper on Nightr	nare (:	#101)		
***************************************	4	3.25	4.25	5.00
Nightmare Reaper on Nightr				
AND MAINTAINED WAS ARREST OF THE PARTY OF TH	. ,5	4.00	5.00	6.00
Nuren the Tooth (#174)			52.00	62.00
Podo (#158)	. PR3	24.00	32.00	40.00
Rathgad Thunderhoof (#16)	S) PK6	DU.dc	70.00	82.00 40.00
Rendark (#148)	PRA	ELOO	30.00 65.00	78.00
Scarabet (#159)	, PKD	04.UU		10.00
Scorpem Crossbowman on S	Mani Bu	HI WHAT	TO EU	3.00
Scorpem Crossbowman on S				0.00
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Scorpem Crossbowman on S	Scorpic			.,00
Desipolar orgonomical and			5.00	6.00

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		30.00	36.00
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100000000			
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e (#1			
6	20.00	30.00	40.00
2	1.50	2.25	2.80
	1.75	2.50	3.00
	2.50	3.50	4.50
	75	1.00	1.50
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			3.00
			40.00
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PR	00.08 8	92.00	102,00
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N D	PKL	IIVI (15
		.2 1.25 .3 1.50 .4 2.00 .#134) .5 24.00 .2 1.25 .3 1.50 .4 2.00 .4 2.00 .6 20.00 .2 1.50 .6 20.00 .1 75 .4 2.50 .1 75 .4 2.50 .1 75 .2 1.00 .3 1.75 .PR3 20.00 .PR8 80.00	.2 1.25 1.75 .3 1.50 2.25 .4 2.800 3.00 (#134) .6 24.00 3.00 .2 1.26 1.75 .3 1.50 2.25 .4 2.00 3.00 .6 (#138) .6 20.00 3.00 .2 1.50 2.25 .4 2.50 3.50 .4 2.50 3.50 .1 75 1.00 .2 1.00 1.50 .3 1.75 2.50 .2 1.00 1.50 .3 1.75 2.50 .9 R4 38.00 38.00 .PR4 38.00 38.00

AND SPECIAL RELEASES

WIZKIDS-2001 Atlantean Ram ... 19.00 25.00 30.00 Black Powder Rebel War Wagon 19.00 25.00 30.00 Black Thorn (#BT1) ... 100.00 125.00 155.00 Dungeons Treasure Chest (asst.) 20.00 30.00 40.00 ...19.00 25.00 30.00 Great Fire Dragon Polar Ice Dragon ...19,00 25,00 30.00 ,..125.00 165.00 200.00 Raydan Marz (#RM1) ...19.00 25.00 30.00 Venomous Shadow Dragon

Vulbor	.R 2.5	3,50	4.50
Will of Crothe	.R 4.5	6.00	8.00
Zet	PR 6.0	8.00	10.00

MAGI-NATION: AWAKENINGS

INTERACTIVE IMAGINATION-2001 Full Set including Ultra-Rares 100.00 150.00 186.00 .05 .20 .75 2.00 .10 Commons25 .50 Unlisted Uncommons 1.00 1.50 Foil Commons Unlisted Foil Uncommons . . . 2.00 3.00 4.00 5.00 4.00 3.00 6.00 Median FOIL cards' prices are 2.5x-4x their non-FOIL versions.

Darkbreed HyrenR	5.50	7.58	9.50
Furok GuardianR	4.00	5.00	6.00
Rayje's BeltR	14.00	20.00	24.00
Rock HyrenR	4.50	6.00	8.00
SorreahR	5.00	7.00	9.00
SperriR	5.00	7.00	9.00
Tony JonesPR	9.50	12.00	15.00
Tunnel HyrenR	6.00	8.00	10.00
Ven	2.50	3,50	4.50
Marca Dana	4 50	6.00	0.00



SURVIVOR

COLLAIADII			
UPPER DECK-2001			
Full Set (150 cards)	100.00	125.00	150.00
Unlisted Commons	.10	.25	.35
Unlisted Starter Deck Cards .	.10	.25	.35
Unlisted Uncommons	.25	.50	.75
Unlisted Rares	1,40	2.00	2.50
ArcheryR	1.75	2.50	3.00
B.BR	3.00	4.00	5.00
Buried TreasureR	2.50	3.50	4.50
ColleenR	4.00	5.00	6.00
Create Your Own Castaway (1			
SD	4.80	6.00	8.00
DirkR	2.50	3.50	4.50
Eliminate the Competition R	4,00	5.00	8.00
Fallen ComradesR	2.00	3.00	4.00
Gervase (auto.)PR	17.00	24.00	28.00
Greg R	4,50	5.50	6.50
Jenna (auto.)PR	38.00	48.00	58.00
KellyR	3.50	4.50	5.50
KimmiPR	8.00	10.00	12.50
Making FriendsR	2.00	3.00	4.00
Reward ChallengeR	2.00	3.00	4.08
RichardSD	3.00	4.00	5.00
RudyR	4.50	5.50	6.50
Sean (auto.)PR	16.00	23.00	26.00
Solidify an AllianceR	1.75	2.50	3.00
Squared OffR	2.00	3.00	4.00
Survivor Witch HuntR	1.75	2.50	3.00
Winning PersonalityR	2,00	3.00	4.00

CHDVIVOR, DUTDACK

SURVIVUE: U	JIDA	LLK	
UPPER DECK-2001			
Full Set (150 cards)	80.00	100.00	125.00
Unlisted Commons	.10	.25	.35
Unlisted Uncommons	.25	.50	.75
Unlisted Rares	2.00	3.00	4.00
Unlisted autographed card	prices an	e 5x-10x	their
regular versions.			

		3.004.005.00
Amber (auto.)	PR	36.00 47.00 56.00
Colby	R .	4.005.006.00
Debb	R	2.003.004.00
Elisabeth	R .	4.506.008.00
Elisabeth (auto.)	PR	45.0054.0065.00
Jem	R	4.005.006.00
Keith (auto.)	PR	19.0025.0030.00
Kimmi	R	3.504.505.50
Kimmi (auto.)	PR	26.00 36.0046.00
Michael (auto.)	PR	24.0032.0040.00
Nick (auto.)	PR	19.00 25.00 30.00
Rodger	R	3.004.005.00
Rodger (auto.)	R	20.60 27.00 32.00
Tina	R	3.004.005.00
Tina (auto.)	PR	20.0027.0032.00

DISHWASHER SAFE

Poor Dan, with his pretty-boy Colifornia tan, condemned to be a "quiet dishwasher" for as long as there are *Un the Edge* cards left in the world. Poor Bon, sentenced to be a con-spiratorial "glug," whatever that is—though it sounds like a wad of stuff that clugs the drain of your bathroom sink. Watch out kids, this could be you. You too could be glugged at any time and find yourself at any time and find yourself on a crappy game card like Quiet Dishwasher, Shopping Cart Lady or Garboge Man. Well, at least it heats Oiligent Farmhand. No, wait—never mind it dosse! mind, it doesn't.



Scorpem Gunner on Scorpio	n Mount (#8	5)	
			3.00
Scorpem Gunner on Scorpio			
		3.50	4.50
Scorpem Gunner on Scorpio		1)	
\$ 100 miles	5 4.50	5.50	6.50
Scythapox (#164)		80.00	90.00
Shazardek (#143)		35.00	43.00
Shield Maiden (#19)		1.00	1.50
Shield Maiden (#20)		1.50	2.00
Shield Maiden (#21)		2.50	3.00
Shieldwall Knight (#67)		1.75	2.25
Shieldwall Knight (#68)		2.00	2.50
Shieldwall Knight (#69)		3.00	48.00
Skurshem (#147)	PK3 20.00		64.00
Snagu (#173)	PKb 45.UU	56.00	D4.UU
Soaring Crossbowman on D		2.58	3.90
Sparing Crossbowman on D	4 3.25	4.25	5.00
Soaring Crossbowman on D			mino
	5 4.50	5.50	6.50
Soaring Gunner on Dragonfl			0.50
Soaring dunner on tragemi		2.50	3.00
Soaring Gunner on Dragonfl			0.00
againing duliner on prayers		3.50	4.50
Sparing Gunner on Dragonf			1.00
adding dulines on pragonit	5 4.50	5.50	6.50
Specter (#79)	. 2 1.25	1.75	2.25
Specter (#80)		2.25	2.80
Specter (#81)	4 200		4.00
Squire (#25)		1.00	1,50
Squire (#26)		1.50	2.00
Squire (#27)		2.50	3.00
Source Thommas (#151)	PR3 20.00	30,00	40.00
Taska Lakelore (#154)		39.00	49.00

MAGI
MAGI-NATION:

INTERACTIVE IMAGINATION-2001

Full Set including Ultra-Rares 100,00 150,00 180,00 .05 .10 .20 .25 .75 Foil Commons 1.00 1.50 2.00 4.00 2.00 3.00 Foil Uncommons Unlisted Rares 2.00 3.00 4
Median FOIL cards' prices are 2.5x-4x their non-FOIL versions.

					١
Blu	R	3.00	4.00	5.00	
Eidon		8.00	8.00	10.00	į
Evu	,R	3.00	4.00	5.00	
Flame Control	R	4.00	5.00	6.00	į
Jaela	R	4.00	5.00	6.00	
Korg		6.00	8.00	10.00	į
Magam	R	3.50	4.50	5.50	į
Magma Hyren	R	3.00	4.00	5.00	
Mobis	R	4.50	6.00	8.00	
Motash	R	4.50	6.00	8.00	
O'Qua	R	5.00	7.00	9.00	
Ora	R	4.00	5.00	6.00	
Ormagon	R	4.00	5.00	6.00	
Orwin	R	4.25	5.50	6.50	
Orwin's Staff	R	3.00	4.00	5.00	
Stagadan	R	4.50	6.00	8.00	
Thunder Hyren		3.50	4.50	5.50	
Thunderquake	R	14.00	20.00	24.00	
Hile	P	4.50	8 00	8.08	



Price Guide



WARLORD: SAGA OF THE STORM

ALDERAC ENTERTAIN			
Full Set	200.00	250.00	300.00
Unlisted Commons	10	.25	.35
Unlisted Uncommons	.25	.50	75
Unlisted Rares	2.00	3.00	4.00
AlesandressaR	4.00	5.00	6.00
Anandale's ArmorR	3.00	4.00	5.00
Assassination R	4.00	5.00	6.00
Blade of Synen	2.50	3.50	4.50
Boots of SpeedPR	5.50	7.50	10.00
Chain LightningR	4.00	5.00	6.00
Cloak of Protection .PR	14.00	20.00	24.00
Count Damien R	3.00	4.00	5.00
Crown of Command PR	14.00	20.00	24.00
Crushbone MacePR	14 00	20.00	24.00
Glyph of Fate	4.50	5.50	6.50
Glyph of HealingPR	24.00	30.00	36.00
Great Cleave	3.40	4.50	5.50
HusukR	3 40	4.50	5.50
Impenal Amulet PR	10.00	15.00	18.00
Johan HalfbloodedR	4.50	6.00	0.00
KerebrusR	3.00	4.00	5.00
King Xod R	4.00	5.00	6.00
	3.00	4 00	5.00
Lathos R Mass Blessing R	4 50	5.50	6.58
Master Anandale R	3.40	4 50	5.50
MaximilkanR	3.00	4.00	5.00
Meteor Swarm R	3 00	4.00	5.00
Power Word Kill R	3 40	4.50	5 50
Prince Aiaric	3.00	4.00	5.00
Princess DashkovaR	3.40	4.50	5.50
Rahku Mennanakh R	2.50	3.50	4 50
Rod of Roaring Flames R	3.40		5.50
Rod of Striking PR	5.50	750	10.00
Rren'the R	3.00	4.00	5.00
Rren'the R Sethusk	3.40	4.50	5.50
Signon's ArmorR	3.40	4.50	5.50
Slayer's Tome PR	28 00	35.00	42.00
SlovienR	2.50	3.50	4.50
Soul Stealer PR	8.00	10.00	12.50
Symbol of Kerebrus PR	5.50	750	10.00
TepherothR	3.00	4.00	5.00
The King's Lady R	3.40	4 50	5.50
Too Fast to See R	2.50	3.50	4.50
Toren YscarR	3.40	4.50	5.50
Uther Killer-of-Bears R	3.40	4.50	5.50
Yedraw's ToothR	4.00	5.00	6.00

WARLORD: ASSASSINS' STRIKE

ALDERAC ENTERTAIN	MENT-	2001	
Full Set (109 cards)	125.00	150.00	175.00
Acid BreathR	1.75	2.50	3.00
Alhana Genecourt .R	2 00	3 00	4.00
Amulet of Force R	3.00	4 00	5.00
Anton CyldragenR	2 00	3.00	4,00
Attack of Opportunity C	0 05	0.10	0.20
Avalanche C Azamereth Flamekeeper U	0 05	0 10	0.20
Azamereth Flamekeeper U	0.75	0 50	1.00
Ballista Crew C	0.10	0.15	0,25
Baroness Lucana R	3 00	4 00	5.00
Basalt Gargoyle U	0.75	0.50	
Battle Rage	0 05	0.10	0.20
Behlial C	3 00	4 00	5,00
Belsamoreth U	1 00	0.75	1.50
Black Journal C	0.05	0.10	0.20
Black Tom of CornthC	4 00	5.00	6.00
Blackwind R	4 50	6 00	8.00
Biessed VestamentsU	0.75	0.50	1.00
Bloodthirsty . U	0.75	0.50	1.00
Blue Willow Staff C	0.05	0 10	0.20
Bracers of Ogre Power . R	4 00	5.00	6 00
Breastplate C	0.05	0.10	0 20
Breastplate of Power . R	4 00	5 00	6.00
Cador .C	0.10	0.15	
Contagion U	1 00	0.75	1 50
Courage from Farth C		0.25	0.50
DaedeliaR	2 90	3.00	4.00
Doombringer	3.00	4.00	5.00

	tiri	15 mg / 12 mg		ZATA
Dragonscale Shield	R	2.00	3.00	4.00
Duchess Brymin .	C	4.00	3.00 5.00 0.75	8.00 1.50
Dwarven Warhammer Excellent Reflexes	u	9,00 0.05	0.10	0.20
Experienced Archer	C	0.05	0.10	0.20
Far Shot	00000	0.05 1.40	0.10 2.00	2.50
1.911	Č	10,10	0.15	2 50 0.25
Handaxe Havat-lahn Stance .	C . U	0.10	0.15 1.00 0.75	0.25 1.50
Heart	11	0.75 1.00	0.75	1.50
Heavy Crossbow	C	0.10	0.15	0.25
		0.75 0.05	0.50 0.10 0.15	1.00 0.20 0.25
Holy Symbol Horn of Fag	. C	0.10		0.25
Howl of the Wolves I Call Forth Vaior	R	1.40	2.00 0.25	2.50 0.50
Improved Initiative .	. C	0.40	0.25 0.25 0.25	0.50 0.50
Insect Plaque	Ü.	0.40	0.25 0.50	1.00
Invisibility potion Invisible Servant		1,00	0.75	1 50 1 50 0.20
Jack Casey	Ü	1.00	0.75 0.10	1 50
Kether	3. 3	n an	0.25	0.50
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31 Hero Wolverine

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131 Power Spider-Man/Wolverine

MARVEL REC	HARGE
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1	Hero	Spider-Man	R	1	31
2	Hero	Daredevil	Ũ	1	37
3	Hero	Hulk	Ü	3	31
4	Hero	Captain America	R	:	38
5	Hero	Thor	U	;	41
6	Hero	U.S. War Machine	U	;	4
7	Hero	Spider-Man Special:		\$	4
		Web Blast	U	÷	4
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9	Hero	Thing	C	ne Spekano	
10	Hero	Silver Surfer	C	06.4	4
11	Hero	Dr. Doom	R.	•	41
12	Hero	Green Goblin	U	:	47
13	Hero	Super-Skrull	Ñ	;	4
14	Hero	Bullseye	Ŕ	1	4
15	Hero	Carnage	Ų	į	51
16	Hero	Venom Special: Berser	ķÜ	Personal and a second	51
17	Hero	Red Skull	U	÷	5
18	Hero	Kingpin	C	1	5
19	Hero	Doctor Octopus	C	:	5
20	Hero	Rhino	C	÷	5
21	Hero	Elektra	R	2	5
22	Hero	She-Hulk	Ĥ	ì	57
23	Hero	Spider-Girl	ß	Ĩ	51
24	Hero	Warbird	R	1	5
25	Hero	Dagger	_ U	Ė	61
26 27	Hero	Elektra Special: Assass Alias	in U	:	6
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30	Hero Hero	Wasp	C.	1	64
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U	:	43	Hero	Blade
0	:	44	Hero	Mr. Fantastic/
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B	500	45	Hero	Medusa
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Ų	i	50	Hero	Black Cat
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U	÷	52	Hero	Enchantress
C	1	53	Hero	Sabretooth
C	÷	54	Hero	Mr. Sinister
C	÷	55	Hero	Juggernaut
R	**********	56	Hero	Storm
IJ	ŝ	57	Here	Jubilee
B	Ť	58	Hero	Shadowcat
R	1	59	Hero	Black Widow
U	:	60	Hero	Daredevil/Elektra
IJ	:	61	Hero	Typhoid Mary
IJ	:	62	Hero	Satana
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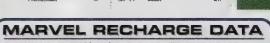
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132			F
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137	Power		B
138			F
139			F
140	Dauran	Chadam King/Daylanka	C
141	Power	Apocalypse/Archangel	C
142	Power	Mr. Sinister/Cyclops	
		Special: Reveal	F
143			C
144	Power	Sabretooth/Wolverine	1
140		Viney/Mahrorine	0
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1,40	I MAKEL		R
148	Power		C
149			Ū
150	Power	Roque/Gambit	R
151	PP	Spider-Man	U
152	PP	Daredevil	U
153		Hulk	Ų
154			U
155		Thor	U
155		U.S. War Machine	U
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158	DD		U
159			ŭ
160			ŭ
161	PP	Dr. Doom	Ü
162	PP.		U
163	PP	Super-Skrull	U
164		Bullseye	Ų
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107			U
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174		Warbird	Ü
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185		Angel	U
186		Iceman	U
187		Wolverine Special: Berserk	
188		Gambit	U
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1	199 PP	Sunfire	UF
-	200 PP 201 PP	Black Cat Silver Sable	UF UF
3,5	201 PP	Enchantress	UF
1	203 PP	Sabretooth	UR
- 1	204 PP	Mr. Sinister	ÜF
	205 PP	Juggemaut	UR
;	206 PP	Storm	UR
1	207 PP	Jubilee	UR
- 5	208 PP	Shadowcat	UR
~	209 PP	Black Widow	UR
1	210 PP	Daredevil/Elektra	UR
- 2	211 PP	Typhoid Mary	UR
-	212 PP 213 PP	Satana	UR
- 1	214 PP	Magneto Deadpool	UR
3	215 PP	Quicksilver	UR
â	216 PP	Blob	ÜR
7	217 PP	Jean Grey -	ÜR
1	218 PP	Roque	UR
3	219 PP	White Queen	UR
1	220 PP	Polaris	UR
-	221 PP	Mystique	UR
:	222 PP	Madelyne Pryor	UR
1	223 PP	Domine	UR
:	224 PP	Scarlet Witch	UR
1	225 PP 226 PP	Phoenix	UR
:	220 PP 227 PP	Doop Spider-Man/Rhino	UR
1	228 PP	Hulk/Wolverine	UR
1	229 PP	Fantastic 4	ÜB
1	230 PP	Witches	UR
. :	231 PP	Inhumans	UR
i	232 PP	Ultimate Weapon X	UR
3	233 PP	Hydra	UR
-	234 PP	Aim .	UR
:	235 PP	Sentinels	UR
1	236 PP	Marauders	UR
-	237 PP	Exiles	UR
1	238 PP 239 PP	Morlocks Iron Man	UR UR
:	240 PP	Spider-Man	ÜR
:	241 PP	Electro	UR
í	242 PP	Green Goblin	UR
i	243 PP	Sage	ÜR
1	244 PP	Elektra	UR
-	245 PP	Nightcrawler	UR
1	246 PP	Professor X	UR
;	247 PP	Iron Man/Kang	UR
7	248 PP	Black Bolt/ Medusa	UR
-	249 PP	Magneto/Professor X	UR
	250 PP	Dazzier/Longshot	UR
1	9-11 SA		
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C=COMMON U=UNCOMMON R=RARE UR=ULTRA-RARE

TEAM=TEAMWORK PP=FULL-FOIL POWER PLUS

HULK SMASH!

Eldar

Gen

SM

SM

Chaos Ork

Ork

Ork

SM

Ork

Gen

Ork

Ork

Elda SM

Drk

Ork

Ork

Ork

SM

SM

Eldar

SM

Eldar

Gen

Eldar

Eldar

Chans Unit

Chaos Unit Chaos Unit

Khaelon

Kharn the Betraver

Khorne Berzerkers Khorne Bloodletters

eave it to Sabertooth Games to squash those Warhammer minis into cards. In what should be one of the hottest games of the new season, the Warhammer CCG takes our favorite Ork, Space Marine. Eldar and Chaos forces into a super-fun card game. It plays quickly-games last only four turnshas easy-to-learn rules and allows for tons of combat and player interaction. Each card in the game acts not only as a unit or character, but also has any of a multitude of other game play uses. Starter decks contain 55 cards and boosters 12; each faction also has a theme deck. Time to bash and bruise!

Ork

SM

SM Unit £

SM

SM Unit

Ork Unit

Drk Unit

Ork Unit

Drk Unit R

Ork Unit

Drk Unit

SM Unit

Gen Fort R

Ork Char

Cha

Unit

Unit

Unit

Unit

Eldar Unit

Ork

Gen

Ork

Drk Char

Ork Unit

SM

Drk Unit

Unit

Unit

Unit

Chai

Unit

Unit

Fort

Unit

Unit UR

Ork Unit

Ork Char

SM Unit Gen Fort

SM Unit H

SM Unit Ř

Eldar Ork

Eldar Unit

Unit

Unit

Unit

Char

Fldar Unit

LIR

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2000

RRCCCCC

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RRRGU

PR

RCU

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FX

R

RCGUC

CO

ti

Zaphiel

WARHAMMER 40K

CARO NAME	FACTION	TYPE	RARD
'Ard Boyz	Ork	Unit	C
5th Co. Stan. Bear	er SM	Unit	R
Aband. Settlement	Gen	Fort	0
Adepta Sororitas	SM	Unit	- R
Agemann's Bodyg,	SM	Unit	Ų
Akhail	Eldar	Unit	R
Aleathra	Eldar	Unit	G
Apothecary Singa	SM	Char	€.
Ardean Raiders	Gen	Unit	C
Ardeas Valley	Gen		FX
Arennis	Eldar	Unit	IJ
Arthedril	Eldar		Ų
Assault Drop Pods	SM		R
Asurmen	Eldar		R
Athercion	Eldar		Ü
Avatar	Eldar		UR
Baal Predator	SM		U
Bad Moon Boyz		Unit	3
Baharroth	Eldar		C
Balechta	Eldar	Unit	C
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Chaos Unit Khorne Brass Scorp. Chaos Unit Kharne Flesh Houn Chaos Unit Chans Unit Kho, Tower of Skulls Killer Kanz Chans Unit Char SM Char Kir-itz Daemon Pri Chans Char RU Kommandos SM Char aminidias Land Raider Unit R Land Speede Char UR Land Speed, Tornado Gen Char UR Laoreth Eldar Unit os Unit Lascannon Razorb Unit Lexicanium Fulgari Holt PR Lochesis Fldar Unit R Chaos Unit Lootas Chans Unit Lonted Land Raida Ork Unit Looted Leman Russ R Lonted Rhino Unit Chaos Unit Lord of Change Chaos Unit Mad Dok Chaos Unit UR Maugan Ra Maugannath Eldar PR C UR Chaos Unit Eldar Unit Unit Chaos Chai Gen Unit Maymi Dami Prince SM Unit Maze Fighters Gen Fort Meircha Eldar Unit UFLRRG Eldar Fleet Mekboy Speedsta Eldar Chai Mekboyz Miller's Bodyguard Fidar Unit Minefield PR UR Unit Mirehn Eldar Chaos Char Moreothion Eldar Unit Eldar Unit SM Unit Fldar Unit Eldar Char Moriar the Chosen Fldar Char URRE Morlenn Eldar Unit Chaos Unit Multi-Melta At. Bikes Ork Unit Nael Fldar Nethatií Fort Eldar Unit RUU Mightwing Fldar Unit Unit Nob Mob Noira Noise Marines Eldar Unit Unit Chaos Unit Eldar Unit Unit Norlechen Nurgie Plague Bear Nurgie Plague Eng. Chaos Unit Chaos Unit PR R PR Unit Nurglings Oberon Hive City Char Chaos Unit Unit Chaos Unit REUUU Ork Dreadnought Unit Painboss Unit Painboyz Plague Marines Unit Chaos Unit Poss. Space Marines Predator Annihilator Unit Chans UUURUR Unit Unit Predator Destructor Cha Pr Nachez Rheingold Pulsa Rokkit Battery Eldar Chai Ralahir Eldar Unit U Fort Rangers Eldar Unit Gen Chai RESUCCESSE Red Ratchet Eldar SM Unit Reifenrath's Bodyo. Eldar Unit Eldar Unit Eldar Eldar Unit Rngde Space Marin, Chaos Unit Chans Unit Rhino Ruined Cathedrai Eldar Unit Saaraine Eldar Unit Salvage Team Eldar Unit Sot. Horvath's Squad Sgt. Ragnar's Squad

Ork Unit DGCCURUU Slaan. Daemonettes Chaos Unit Slaanesh Hell-Knig. Chans Unit Unit Slugga Boyz Ork Smokescreen Gener Gen Snake Bite Boyz Sneaky Gits Drk Unit Sniper Nest Fort Space Marines SM Fleet FI Speed Freek Fighta RCCU Squad Cavae SM Unit Squad Damocles SM Unit SM Squad Domitus Unit Squad Faustus 642 Unit Unit Squad Gladius Squad Horatus SM Hait UR SM Squad Morpheus Unit Squad Numitor Unit SM SM Squad Sentia Unit CCC Squad Tibernius SM SM Unit Unit Squad Triton Ork Ork Unit Squig Herd Unit Sauiaaoth Stelthannir Eldar Unit Stikk Bommas Ork Unit Stompa Ork Hait C Storm Boyz Support Battery Fldar Unit Gen Fort Unit Tank Bustas Drk Tank Traps Gen SM Fort Char Tech Marine Ephatis Tech Marine Krey Char Fort MZ Tectonic Stabilizer Gen R FX FX U R The Black Maze Gen Sect Sect Gen The Chem Boss The Corrunted Chans Unit Thunderh, Gunship SM Unit Traitor Space Marin. Chaos Unit Trukk Boyz Ork Unit Eldar Unit Tuathanni Tzeen. Blue Horrors Chaos Unit Tzeentch Flamers Chaos Unit Tzeen, Pink Horrors Chans linit C SM Underhive Gang Gen Unit Eldar R Vet. Plaque Marines Chaos Unit Chaos Unit Ŭ Veteran Skarbovz Ork Unit UR PR R SM Char SM Unit Vindicare Assa Vindicator Vyper Squad Kahli Vyper Squad Lorchal Eldar Unit Eldar Unit Vyper Squad Tueren Eldar Unit Vyridion, Plague Br. C C PR Warbike Squad Ork Linit Warbuggy Warhound Titan Ork SM Unit Char Unit Warlord Ulk Bonesn. Ork Ork Wartrak Wartnukk Ork Unit Wave Serpent Doril Unit Eldar Wave Serpent Lapiel Eldar Unit Wave Serpent Yniere Eldar Unit Wazza Boyz Westle Black Blood Ork Unit č Gen Char Wor, Eaters Sp. Mar. Chans Unit £.

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Shining Spea Shoota Boyz WARHAMMER 40K DATA

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CHAR=CHARACTER FORT=FORTIFICATION GEN=GENERIC SECT=SECTOR SM=SPACE MARINES C=COMMON U=UNCOMMON R=RARE UR=ULTRA-RARE FL=FLEET FX=FIXED PR=PROMO

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CIFT GUIDE

Every blockbuster movie brings with it a host of tied-in products, but "Lord of the Rings" rules them all. Hundreds of items, from books to toys to apparel to games, are hitting stores to ride on the wave of Tolkien popularity. The market's so crowded, it's tough to tell exactly what's out there.

Not sure what to snag for the holidays for your gamer friends or the Tolkien collector who just has to have the best? Don't worry—INQUEST's got it all together for you. Over the next few pages, we've got a list of every Tolkien-related item that's new to stores or is being rereleased for the upcoming movies. From Decipher's hot new Lord of the Rings CCG to the Hildebrandt Brothers' special-edition Firefighters' Relief Fund Tolkien art book to United Cutlery's cutting-edge swords, it's all here.



oto. Pierre Vinet/New Line © 2001

ACTION FIGURES/PLAYSETS Toy Biz www.toybiz.com

PRODUCT RETAIL PRICE
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Legolas\$5.91
Newborn Lurtz Uruk-hai\$5.9
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Gandalf

Samwise Gamgee \$5.96 Saruman \$5.99 Oro Overseer \$5.99
Action Figure Tivin Pack Assortment 1: include accessories Bromir vs. Lurtz/Uruk-hai
Deluxe Horse Assortment include lights, sounds and galloping action The Ringwraiths and Horse \$\times\$14.99 \$14.99

Electronic Cave Troll
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The Lord of the Rings Collector Series: 9" to 12" tall; include authentic fabric costumes Gandalf/Frodo/Arwen/Aragom/Gimil/Galadriel . \$19.99

The Lord of the Rings Bow 'N' Arrov includes 3 foam arrows and bel	
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Electronic Middle Earth Sword
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\$14.9

Electronic Light 'N' Sound "Sting" Sword	
20" long; includes 3 AA batteries	12.99

Flip-Top Watch	
	cklight

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APPAREL/JEWELRY

www.elbenwald.com (German-only)	
8-Karat Gold and Silver One Ring\$185.00	1

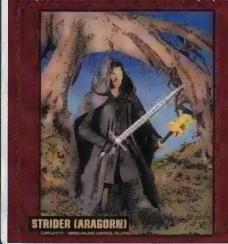
New Line Cinema

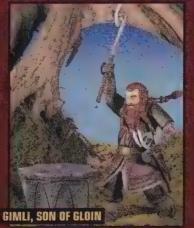
"Frodo Lives" Baseball Cap (black, adjustable)\$12.95
"Frodo Lives" T-Shirt (L/XL, white)
w/"One Ring to Rule Them All" on sleeve\$16.95
The Lord of the Rings Ringwraith T-Shirt (M/L/XL,
black)\$15.95

TOYS FOR TOTS

Any kid who's ever wanted to test his archery skills with Legolas's bow or recreate battle scenes from "Lord of the Rings" will love Toy Biz's new lines of action figures and playsets. The figures are fully poseable and come with authentic clothing and accessories along with specific battle actions to recreate pivotal scenes from the films. They include nearly every main character as well as a couple horses, complete with galloping actions.

The rest of the toys lend more depth to the Middle-earth world, including weapons such as a bow and arrow set and a pair of swords. Other items include a neat flip-top watch and two assortments of "Lord of the Rings" marbles.





BOOKS/BOOKS ON TAPE/ POSTCARDS Various nublishers: all titles by J.R.R.

Various publishers; all titles by J.R.R. Tolkien unless otherwise noted

i	IDIKION SINCES OTHER SELECT HOLDER
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:	The Fellowship of the Ring Insiders' Guide, by Brian Sibley (paperback)
:	The Hobbit (illustrated, paperback)
	The Hobbit, read by Rob Inglis (CD)\$39.99 The Hobbit, read by Rob Inglis (unabridged cassette)
:	The Hobbit Parchment Journal from the Collection of
:	Sam Gamgee (paperback)
	200 art reproductions
	(hardcover)
•	\$25.UKI

The Lord of the Rings (film art cover, hardcover)
The Lord of the Rings (film art cover, paperback)

Every Tolkien fan's always wanted to get his hands on Arwen's bust. Now you can! Sideshow, the California toy company, and New Zealand's Weta Workshop, which created the special effects for the "Lord of the Rings" movies, have teamed up to produce a vast array of figures, busts, helms and environments based on the trilogy. The pieces from the first movie will come in six series over the next few months and are hand-painted and hand cast in heavy polystone or metal.

Depicted in 1.6 scale, the stone figures portray all the movie's main characters, both good and evil. The 1.4 scale stone busts bring an added dimension to several of the more important characters like Frodo, Gandalf, and Sam. The metal helms are set in 1:4 scale and are recreated by the same metalsmiths who designed the full-scale pieces for the movies. And the environments show such domains as The Argonaths and Weathertop. With their incredible attention to detail and high quality, these pieces are a must for any serious Tolkien collector.







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edition; film art cover)	5 nn .
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edition; film art cover)\$3	5.00
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The Return of the King (CD)	10.00
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	Unfinished Tales of Númenor and Middle-earth, edited by Christopher Tolkien (paperback) \$14.00	:
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	Orc Attack at Amon-Hen-Lurtz and Boromir	:
	Intelli-Blox Basic Block Set:	-
	180-185 construction pieces plus 2-3 figures	:
	Uruk-hai Breeding Chamber-Orc Blacksmith and 2	:
	Uruk-Hai	
	Bag-End-Bilbo, Gandalf and Merry Prancing Pony-Frodo, Aragorn and Ringwraith on horse	:
	Intelli-Blox Basic Block Bucket	-
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	Uruk-hai and Eagle	•
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Series 1: Complete Set (14 pieces)\$777.75	: 8
Figures: \$100.00 Frodo Baggins (9") \$100.00 Sandalf the Grey (12.5") \$125.00 Luriz (14.5") \$125.00 Orc Overseer (10") \$125.00	: H
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 Busts: Bilbo Baggins (6.25")	

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:	Merry Brandybuck (6.25")\$50.00
:	Nazgul Steed (12")
•	Orc Soldier (7.25")
:	Environments:
	Stone Trolls (8")
÷	Orthanc (12.5")
÷	DI URANG (12.0) ,,
•	Malara
:	Helms:
÷	Set of 4: Elendil's Helm (5.5"), Gandalt's Hat (6.5"), Isildur's Helm (5.75") and Moria Orc Helm (5")
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:	\$100.00
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:	Arwen Evenstar\$125.00
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	Ringwraith\$65.00
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:	Environments:
:	The Argonaths
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1	Series 5:
:	Figures:
÷	Bilbo Baggins
	Elrond
-	Gimli, Son of Gloin
:	Uruk-hai Captain
:	
ij	Busts:
:	Gil-galad, High King of Noldor
	King Elendil
-	Saruman the White
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	Farabasanta.
	Environments:
:	Amon-Hen
	Moria Cemetery
- 3	Series 6:
- 3	Figures:
	Boromir
	Galadriel, the Dark Queen
:	Pinnin Took
:	The Witch-king of Angmar
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	Busts:
	Elrond, Herald of Gilgalad
	Legolas Greenleaf
-	Leguizs creenlezi
1	Prince Isildur
	The Witch-kind of Appmar

Many gamers miss the once-great Middle-earth ECG from Iron Crown, but Decipher's come back with their own version that lives up to its predecessor's legacy. The new Lord of the Rings CCG gives players the opportunity to experience the adventures and challenges that Frodo and his companions faced on their way to Mount Doom.

The 365-card set includes three card rarity levels and has characters, sites, items and events from "Fellowship of the Ring." The game requires players to play cards from both the Free Peoples and the Shadow forces, engaging them in numerous actions and battles along the way. The basic rules of the game are easy to understand but the game is complex enough to entertain hardcore gamers as well. Nine sets are currently planned for the game, with Mines of Moria coming up in March 2002 and Realms of the Elf-lords following it in July.





Elrond\$7.99



Environments: Buckle Berry Ferry Landing	١,					·					٠.				
Hobbiton Factory		٠	٠	1 .y	٦		P'Y	٠	÷	,	919	٠	.,	۰,	

Toy Vault store.yahoo.com/toyvault/midtoy.html

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GAMES Games Workshop www.games-workshop.com/lotr/

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The Lord of the Rings RPG
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Wanna read more of the skinny on "Lord of the Rings"? Check out "Ringwatch" on page 26 and "Rule Them All" on page 42.

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Årweπ . .

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Plavers Gu



RIPTION

Manueumi know what to call the card.

The Meddling Mage is a wizard.

GAMER has rated every card, with five-stars being the best and one-stars comprising the cream of the crap.

Explains exactly what the card does

Card's illustrator.



Meddling Mage costs one white and one blue mana to play.

Tells you what set the card belongs to and the card's rarity. The Mage is a rare from the Planeshift expansion

Story related stoff

Only for creatures

NAME KIND OR PR COST SETS

ARTIFACT Man's Along ART R •• R.45.5.
ALADOIN'S Ring deals 4 damage to target creature

As Alloy Golem comes into play, choose a color. Alloy Golem is the chosen color 4/4

the chosen ou or 4/4
st of Buerden AC R ••
Beast of Burden's power and toughness are each equal to the total number of creatures in play. "/"
adstone Cansen ART U •••

##

Brass Herald comes into play, revea, the top four cards of your library. Put all creature cards of the chosen type into your hand and the rest on the bottom of your library. All creatures of the chosen type get +1/+1, 2/2 cooking your get and the chosen type get +1/+1, 2/2 cooking your get your getting the chosen type get +1/+1, 2/2 cooking your getting the chosen type get +1/+1, 2/2 cooking your getting the chosen type get +1/+1, 2/2 cooking your getting the chosen type getting the chosen t

charges type get +1/+1. 2/? Cattrops seas i hamage to it. Cattrops stops which is a seas i hamage to it. Cattrops of seas i hamage sould be seas i hamage to outsign outperfer seas sould be seas i hamage to outsign you opportunit per sould be made to the seas i hamage to be seas i hamage to outperfer seas sould be seas i hamage to it. Cattrops i hamage to be seas i hamage to it. Cattrops i

Charconal Barrional comes into play tapped. And to to your mans pop.

Charmed Pendaert ART R Saveyeyers. For each cored men spine. The profession of the profession of the profession of the card synamic and the card synamic acts, and none men of that color to your mans pool. Pay the ability any time you could play an instant.

Charmed Save Tice Comments: Spiners And one mane of any color to your mans pool Diva a card.

Coast of Arisis.

ART R Saveyers Arisis of the profession of the contacts in play that charmes a creature type with 1 Crustis's Attendant. And Saveyers are pool. 373.

Crystals Red

ART U Saveyers and the profession of t

ART U • 40 LUR45.67
Whenever a payer pays a blue spall you may pay 40 f you
do you gan 1 life
rgas 2 s Attendant AC U
• Starthan AC

do, yo, gain 1 life
Darrigeaz > Attendant AC U
Sacrifica Darigeaz > Attendant Ad
Sacrifica Darigeaz > Attendant Ad
Sacrifica Darigeaz > Attendant Ad
To Att

Scriftes Derivater Egg. Add "at your mans pool.
Draw a card.
Dingus Eng.
Whenever a land is put into a greavyer from play, Draw Eng.
Great and Scripting and Scripting and Scripting Scrip

AC U ***
All the only dark of norther care of the country care of the country causes you to descard Dodeseaco from your nand out it into play with two +1/+1 counters on it instead of putting it into your graveyers. 3/3

KIND CR PR COST

Diaco costs @ ses to jax, for each basic land bye among among you control. Hying Aft the loganing of your amones, successful because it is a self-with the self-will be among lands you control. By a self-will be among lands you control. By A.

ogest Arch ART U •••

Repet Arch ART U •••

Put a multice oreo creature card from your hand

w rut a multide ones creature card from your hand mit play. A fid w of the total running and the Sunt Earnes of the Sunt Earnes

IN

poor 378

AC U ••• See AF

K cker See. Spend only colored mrana on See. No more than one
mrana of each color may he spent this way. If you paid the
k cker cost. Endozoned Bolem comes trito pay with X + 1/+1

counters on it. 1/2

ART R **** Creatures with power greater than the number of cards in your hand can't attack.

ART R •• @

Flying Cerpet ART R ••• R4.5.6.7.AV

© © Target creature gains flying until end of turn.

Grafted Skulloap ART R ••• 7.UZ

stratted Skellings AT = 100 years group, unit end of fur.

At the beginning of your draw step draw a card, At the end of year time, 4 searly your fand.

Brapeshett Cateput: 8C II • ■ 4,57AII

Fryncz, 273.

Hywrz, 274.

Hywrz, 274.

ART R ••• # 5,6,70HAQ Draw a card then discard a card from your hand iden's Saddlebeas ART R ••• R45,7AN Janido

Annuan s Sequinologis ART R ••• R45.7AN

A. Industrial distriction of the control of the control

Draw a serd.

At R ...

At the beginning of your upkeep, scorifice Junc Colorn upless your service e +1/+1 counters from it. (a) blessed a cerd from your head vite = +1/+1 counters unit. Accessed. Dor.

At R ...

At

Legacy Weapon ART R ••
** •• : Remove target permanent from the game.

SETS NAME KIND OR PR COST

If Legacy Weapon would be put into a graveyard from any-where, reveal Legacy Weapon and shuffle it into its owner:

notation.

oestaine Gallerin

AC, U

Searchine Bollerin

AC, R

Searchine Intendence Bollerin larget payer draws a caru, St.4.

us Guardian

AC, R

June

IN

pool, 44A

And one mane of any sofor to your mene

pag. Fortiv

Marana Gyffix

♣ Art U ••• ♣ PS

♣ Art U ••• ♣ Art U ••• ♣ PS

♣ Art U ••• ♠ Art U •• ♠ Art U ••• ♠ Art U ••• ♠ Art U •• ♠ Art U •

mana pool Mask of Intolerance ART R **

ART R ** AP
At the beginning of each players upkeep if there are four or
more basic land types among lands that player controls, Mask
of intolerance deals 3 damage to him or her
eksterne ART R ** LR45.87 eksteare ART R --- \$ U.R.4.5.6 Creatures with power 3 or greater don't untap during their controllers untap steps

his graveyard

his graviyard

ART R •• \$ DD

Whenever you play an instant or sorcery spell you may pay \$.

If you do put a copy of that spell on the stack. You may choose rew targets for the copy.

SS Diamend ART J •• \$ 6.7.MG

is Diamend ART J ••• 6.7.1

Moss Diamond comes nto play tapped. Add to your

Sacrifice a creature: Add one mana of any color to your

mana poel. rexion Colossos AC P **** 480

Pit Trap ART U •• \$\frac{\pi}{2}\$ 71A1

\$\infty\$ Scarrice Pit Trap: Destroy target attacking preature without flying it can't be regenerated.

*Planar Portal ART R •• \$\infty\$ Search your library for a card and put that card into

EN Enchantment

KIND OR PR COST SETS

your hand Then shuffle your library
ART J ***

NAME

ver Armor

♣ Farget creature gals + 17+1 and liend of turn for each
usaks land type among lanes you control

for Afternature

♣ Sacrifice Riths Attacedant

Add ● ★ to your mena

and Rutin

Add | Ad

or player
Sandstone Deadfall ART U **
Sacrifice two lands and Sandstone Deadfall Destroy target

attacking creature sixell Cameo Shado nn

attacking creature

♣ Add where are your mana pool

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♣ Add who collaises 8,7,MG

Skyeloud Egg ART U ••• © Ol Skyeloud Egg ART U ••• © Ol Draw a card.

Sub Yearnersquir. Fur that does had your hairs.

UR.4.5.67
Whenever a creature by nind a graveyard from play, you may pay 40. If you do you gain 1 life.

Firthing Golden AU .

Whenever Superning Golden becomes bordend it gets +1/-1 until and of furn for each creature blocking it. 27.

Lind and of furn for each creature blocking it. 27.

ZEX.

You have no max mum hand size
Star Compass ART U

Star Compass comes into play tapped Add to your mana pool one mana of any color a basic and you control

could produce ART R •••

Static Orb

As long as Static Orb is untapped players and untap more than two permanents during their untap steps.

Steamodere

ARI U

ARI R

ARI B

Each player may pley an additional land during each of his turns. Whenever a land is tapped for mana, return it to its owner's hand.

Stratadios AC U •• •• ••

owners name
atalign AC U • • • PS
Stratadon costs • ess to play for each basic land type
among ainch you control l'erange. 576.
Hyrass Egg ART • • • • 10

• • S. Sacrifice Sungress Egg Add • 11 your mana poo

Draw a card. uraw a card
art's Puzzle Sext ART R ••• \$ 6.79
At the beginning of each players draw step, that player-puts
into the bottom of his library in any order then draws
that many cards that many cards

one of Bosse ART U ••

LUR4.56.
Whenever a player plays a black spall, you may pay

If you
oo, you gain 1 life

co, you gain 1 life
Tigeraye Ganneo ART U No. Add or to your mana pool
Treva's Attendant AC U No. Add or to your mana pool
Treva's Attendant AC U No. Add or to your mana pool
Treva's Attendant AC No. Add or to your mana
pool, 373
Trelf-Hern Camea ART U No. Add or to your mana pool
Tsabo's Web ART R No. ART NO

activated above that steps.

Multico ared spelis cost up to less to play.

In Spears AC U •• Wall of Spears First strike, 2/3. Wooden Sphere 45.7A0

veden Sphere ART J •• LIR45,67
Whenever a player plays a green spek you, may pay 1 f you do, you gain 1 life.

Abyssal Horror SC R •• \$\infty\ \text{8.5} \text{2.1}

Rlying When Abyssal Horror comes into play target player discards two cards from his hand \$2/2 rrying viren acyssal shorror comes into play Target player dis-cards five cards from his hard 2/3.

Abyssal Spector Sc. J → □ □ □ □ □ □ 5.6.71A

Flying Whonevir Alysed Spector deals canage to a player
that paper discards a card from his hard. 2/3.

Addle

Size I □ □ □ □ □

NOTE I □ ••• 3 5.8.7.IA

Agonizing Memories SOR U ** 6.7.WL
Look at target players hand and choose two cards from it. Put

MAGIC FACT Feldon's Cane was named after Don Felice, one of Magic's first playtesters. Its original name was supposed to be "Feldon's Ice Cone."

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

 ⊕ ARTIFACT
 ⊕ BLACK
 ⊕ BLUE
 ⊕ GOLD
 ⊕ GREEN
 ● RED
 ⊕ WHITE
 ● LAND ART Artifact EC Enchant Creature EW Enchant World LAN Land SL Summon Legend AC Artifact Creature EA Enchant Artifact EL Enchant Land INS Instant LL Legendary Land SOR Sorcery
LA Legendary Artifact SC Summon Creature SP Split Card

1 Restricted in Type 1 4 Banned in Extended 8 Banned in Block Format 5 Banned in Five-Color Magic 5 Restricted in Five-Color Magic

trom it. r**esaion** EN R •• **®®®** Whenever a player plays a spell, that player discards a card

Whenever a bayer pleys a spelt, that player diseases a card from his hard of the structure.

SDR C → ₹ ZUL
Look at target opponent's hand and choose a creature card from it. That object descrifs that card.

Oreraper's Appreciation SC C → □ 00
Disease a card from your hand Sacotifice Overager's Appreciation Act of the Society of the S

creature 2/2.

Phyrexian Rager

When Phyrexian Rager comes into play, you draw a card and you, lose 1 life 2/2.

regenerateu. 27 2. Plague Beetle Cwomewalk 1/1. SC C .. .

701

Swampwelk 1/1,

Plague Spitter SC U •• •• Ih

At the beg ninting of your upkeep P ague Sollter deals 1 demage to soch creature are each plager. When Plague Sollter is
put, into a graving from play. Plague Sollter deals 1 demny
per and creature and each player 2/2.

Planar Despeir SIR R •• •• •• A

All creatures qet -1/1 und envol tium for each basic and

All alegatures (gr. 17) influence of during each dashed land type among lands you control.

meawalker's Scorn EV R ---- PS

Target opponent reveals a card at random from his or her hand. Target creature gets -X/-X until end of turn where X

NAME KIND OR PR COST SETS SETS

NAME

Bereavement

Flying, 1/1, Boo-Initiate

KIND CR PR COST

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co OD

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7.02

OÒ

them on top of that player's library in any order.

Andradite Leech SC R • Ø Book spels you play cost Ø mer by play, Ø: Andradite Leech gets +1/-1 under of turn. 2/2.

Analhiliste INS U • • Ø Ø Ø

elhilate INS U ••• INS U •• INS U ••• INS U •• INS U ••• INS U •• INS U ••• INS U •• INS U ••• INS U •• INS U ••• INS U •• INS U ••

a coul.

Betout SIR U ••• 27LL

Destry tapet and on norbicak creature. A creature destroyed this way can't be regionstated.

Bellowing Flend

SIR 0. 8 ••• 4 7RL

Flying Whenever Bell owing Fired dess derange to a creature, Bellowing Flend dess 3 garriage for this creature is controller and 3 demands to two. SIR.

Office of the state of the stat

Flying 1/1.

Bog Initiate SC C IN

Add to to your mana pool, 1/1.

Bog Wraith SC U ... LUR45.67

■ Add ● by our mane roud. I/I.

By Waith

St. U

Saraids, Cabal Minion

At the beginning of each player's upresen, that player sacrifleas
an afflict, creature or land, 2/2.

Burled Alive

SOR J

Soraids, Cabal Minion

SIR J

William

William

SIR J

William

Will

resveyants with the same name as that spail are remained to Cause and graveyants with the same name as that spail and the spain and the spain are remained to Cause and the spain are remained to the spain are re

Triasripack. T. SDR C ••• T.U. Currupt
Corrupt Corrupt ceals to target creature or player demaga equal to the number of swamps you control. You gain life equa. to the damage dealt this way

age dealt this way

mets INS. U --
Remove target card in a graveyard from the game. Draw

Crypt Angel

Princ, protection from white Winen Crypt Angel comes into play, setum target blue or red oreather care from your grave-yard to your hand. 373. SC C OD Craptic Cropper Remove target card in a graveyard from the game. 271.

Crypt Rats

SC OTH Date

the game, \$2\tau\$. The same are arranged and in a graveyard from \$Crypt Rats \$8.0 \text{ } \$\text{\$\sigma}\$ \$\text{\$\sigma}\$

your hand. 473.

Dakmer Lancer SC U ••
When Dakmer Lancer cornes into play, destrey target nonblack

when Lakmor Lancer corries and pay, beavity larger nouseaux creature, 37.0 Dark Banishing INS € ● 7LAM6,TM Destroy larger nonblack creature, it can the regenerated.

Dark Suspicions EN R ● ● Paymentated.

But the beginning of each opposites is spikeen, that prayer losss 1 life for each card in his or her hand more, than you have an early life of the payment of th

Dead Ringers

Destroy two barget numbers creatures on ess ellers one is a color the deter sint. They cent for engenerated.

Death Bomb

NS C

Bath Bomb

NS C

PS

As an additional cent to yiely beath Bomb, scarrillo a orestuce. Destroy larget nomback crearum, it can't be regionated. Its controller sess of line.

Decaying Sail

At the hemorique of sure visional controller sess of line.

Decaying Soil

Af the beginning of your uplean, nemove a card in your grave
yard from the game. Tireshod. Whenever a nombleen creatur
is put into your graveyed from poy, you may pay \$\circ{\pi}\$. If you
do, return that cond to you, hand.

Becompass

Remove up to three target cards in a single graveyard from
the conditions.

the game

The garrie Section 1 NS II • 1 NS II

your haind, Remove the rest from the game.

suring Strossus

SC R ***

Flying, trampic, At the beginning of your Jokeep, sacrifice a creature. Sacrifice a creature Regenerate Devolving

your hand.

Darkest Hour

All creatures are black.

SOR C ...

Bead Ringers

SOR C ...

Sort combiner creatures un ass ellorer

Coffie Purge INS C ... Remove target card in a graveyard from the game.

Filabelic Tuter SIR U ••• See 0
Search your library for a cerd, and put that card into your han hirs with the your library see 0
Direct Wererat .
Direct a card from your hand Regenerate Dirty Wererat .
Direct a card from your hand Regenerate Dirty Wererat .
Direct a card from your hand Regenerate Dirty Wererat .
Direct a card of the Signature .
Direct a creative starget player controls into two face-up place. Distory all creatives in the pile of that player's choice.
They can't be regenerated.
Dredge .

Oredge Sacrifica a directure or land. Draw a card.

Dregs of Sorrow SDR R - 7TM
Distroy X target nonback creatures. Draw X cards.

Drudge Skoletons SC - 1 LURA 5.6.7

Riggenerate Drudge Skoletons 1/1.

Durass SIGE - 1/10

Look at target opponent's hand and choose a noncreature, non-

and card from it. That player discards that card.

k Imp SC C ** ***

Dusk Imp Flying 2/1. Duskwalker SC' C -4-. Kwalker

K.cker

If you paid the xicker cost, Buskwa ker comes
into play with two +1/+1 counters on it and with "Duskwaker
can't be blocked except by artifact creatures and/or black

or is tied for most common, 5/5. ve Defiler

When Grave Defil or comes into play, reveal the top four cards of your library. Put all Zombile cords revealed this way not your hand and the rest on the bottom of your library. Segmentate Grave Defiler 2/1 Greed EN R Pay 2 iffe: Oraw a card.

Hate Weaver SC U Pay 2 iffe: Oraw a card.

Target blue or red creature gets +1/+0 until end of turn 2/1

NAME

KIND CR PR COST

SOR R ---- --unting Echoes SUN R
Remove all cards Integet payer's graveyaro other than basic
land cards from the game. Search that player's library for all
cards with the same name as cards removed this way and
remove them from the game. Then that player shuffles his or SNR R -กก





We all love fast wins, and here's a potential second-turn kill. Just slap down a land capable of producing red and white mana and play the Tribe. On your second turn, play About Face, chuck your hand and hope your foe doesn't have a Shoci

creatures 1/1.

Eastern Paladin

♣ ♣ Destroy target green creature. 3/3.

Engineered Plague

Hi II

AS Engueered Plague comes now, so creature type.

As Engueered Plague comes now, so creature type.

As Engueered Plague comes now, so get -1/-1.

Entourned the come of the chosen type get -1/-1.

Entourned the come of the chosen type get -1/-1.

Entourned the come of the chosen type get -1/-1.

Entourned the come of the chosen type get -1/-1.

Element type get -1/-1. 7117 7111

Entomb

Seerich your I brary for a card and put that card into your graveyard. Then shuffle your library.

Execute

Destroy target white creature, it can't be regenerated. Draw

a card. ic Curse EC C -• IN nchanteo creature gets -1/-1 for each basic land type among lands you control Exotic Disease

lands you control

you disease

SDR U

Bright player sease X life and you gain X life, where X is the
number of basic and types among lands you contro

are of Fear

OD

Diseased a cerd from your hand; Face of Fear

Diseased bits Lime accept by arthact creatures and/or black creatures. 3/4.

Encharina circulture dant the blocked except by artifact creatures and/or black creatures. As in IA.

Fitting Cur
Whenever Fitting Cur is each damage you lose that much life. 2/2.

Firescreamer

Fir 00

Fugue SOR U Figure diseaseds three eards from his hand Charty Demise INS C G OD OD OD OT STATE OF THE STATE O

Geham Djinn

SC U --- Sham Djinn Roham Djinn gets -2/-2 as long as black is the most common color among al, permanents

Target player reveals his or her hand. That player discards from it all nonland cards with the same name as another card in his or her hand.

Hollow Dogs SC C •••
Whenever Hollow Dogs attacks, it gets +2/+0 until end of turn. 3/3. Hevel from Beyond NS C → S D JR 4.5 6.7 larget creature gets + X/4-0 until end of turn. Also in IA. Hypnotic Cloud SRC C → S D R C → S nn

those cards. Leshrac's Rite Lossing State be Sex III • • 5.6.7/A

Enhanted crisiture be Sex III • • 5.6.7/A

Lonning Shade SC C • • 7/A/A

Lonning Shade gds S+1/+1 untl. end of thm. 1/1.

Lord of the Undead SC C • • 6 P

All Zombis gdt +1/+1, 6 • 6 Return target Zombis card tron your gravejard to your laws. J Z.

Meggut Carrier SC C • P

When Magnot Carrier SC C • P

If It 1/1 EC U 🕶 🏚

OD

Malevolent Awakening EN U --- ® © OE

Sacrifice a creature Return target creature card from

Warning & Desire of National Section of Nation

eards his or her hand. 4/3.

| Hunger SOR 6 *** *** Morbid Hunger

UZ Urza's Saga

VS Visions WL Weatherlight

Filabolic Intent SOR R •••• P! As an additional cost to play Diabolic Intent, scorifice a creature. Search your library for a card and put that card into your trand. Then shuffle your library. MAGIC SET ABBREVIATIONS

29

AI Alliances DK The Dark AQ Antiquities AN Arabian Nights FY Fradue FE AP Apocalypse CH Chronicles 5 Fifth Edition

HL Homelands IA Ice Age IN Invasion L Limited LG Legends

MG Mirage MM Merc. Masques NE Nemesis OD Odyssey

PS Planeshift Prophecy Revised R 7 6 Seventh Edition Sixth Edition

SH Stronghold TM Tempest U Unlimited UD Urza's Destiny UL Urza's Legacy

DECEMBER 2001 107



KIND CR PR COST

is the revealed gard's converted mana cost. Play this ability only any time you could play a sorcery.

Quagmire Druid SC C --- **

gmire Druid SC C ---Sacrifice a creature Destroy ternet animent, 2/2

SC R •• • 45 6,70K

during your turn 2/1
se Doad SOR C -- & Ll.R.4.5,6,7
Return target creature card from your grayeyard to

eneus Rats SC G ••• UD IN When Ravenous Rats comes into play, target opponent discards 6.7WI

a card from his tand. 1/1.

Razortooth Rats SC = 6,71

Razortooth Rats are biocked except by artifact creatures and/or back creatures. 2/1 188 II -- 188 M Rackiess Snite

Reckless Spite: INS U -- INS III -- IM.

Bestroy two target nonblack creatures You bas 5 life.

Recover SDR C -- IM.

Return target creature card from your pravayard to your hand.

Sacrifice any number of artifacts creatures, and/or lands and draw a card for each permanent sacrificed this way Revenant

Revenant
Fyig Revenant power and bugness are each equal to be number of creature cares in your gravegord?

Ketting Glant Silv Gravegord?

Whenever Rotting Glant altrocks or blocks scorticle it unsest your nerview a card in your preview from the general 35.

Sadistice Hypnetist
Silv Gravegord Gra SC C - . LUR4587

Serpent Warrior

SC C

When Abrent Warrior comes with play you lose 3 life, 3/3

When Abrent Warrior comes with play you lose 3 life, 3/3

Shriek of Draud

INS C

Barrior Committee Commi sach player Serpent Warrior

OD go

Ill Frocture SDR U Target player discards a card from his or her hand. Skull Fracture

Stay INS U -- Destroy target green creature. It can't be regenerated. Draw

Soul Burn

Spend only black and/or red mane for X. Soul Burn
Spend only black and/or red mane for X. Soul Burn deals X
damage to larget creature or player You, gain life equal to the
damage dealt, but not more than the amount of \$ spent or X
the player's life total before Soul Burn dealt damage, or the ture's toughness.

Sour Feats to sequence.

SOR 0 - 2500

Fanger payer loses 4 file and you pain 4 file

Spreading Plague 0 R R - 7KE

Spreading Plague 0 R R - 7KE

Whenever a creature comes into play, distrive all other creatures that share a count with 1 filey cant be repeared

Stalking Bloodsucker 0 R R - 7KE

Stanking Bloodsucker 0 R R - 7KE

Stalking Bloodsucker 0 R R - 7KE

Stanking Bloodsu

Taintad Pact

Remove the top pard of your knew your ton the gene, You may put that card into your hand unless it has the same name as another card entouse has way. Repeat this process, and you, port a card into your hand or you remove two cases with the same name, whichever happens first

Taintad Wall

When Taintad Wall comes that pay draw a card Enchanded and as a work.

and s a swamp. **Tombfire**

and s a swamp, bifire SOR R •• •• Target player removes at cards with flashback in his or her not from the game

Hanne EC R •• •• ••

Travelling Plague EC R •• 0 0

At the beginning of each player's upkeep put a plague counte
on Traveling Plague Enchanted creature gets -1/-1 for each
plague counter on Traveling Plague. When enchanted creature
leaves play, that creature is controller returns Traveling Plague.

NAME KIND OR PR COST SETS

from its owner's graveyard to play

Trench Wurm
SC U
SC U
SC B
SC R
SC R most common color among all permanents or the color field for most common. A creature destroyed this way can't be regenerated. 1/1

INS R *** -Choose a creature type Target player reveals his han cards all creature cards of that type from it. Then des creatures of that type that player controls. They can't

SOR R *** Hight's Call

To Unity play Huight S La lay time you could play an use

To Unity play Huight S La lay time you could play an exit

Tyou pay do more to play. Each player returns all creature

condis from its grazeyand to pay.

LUR4.57

Technited creature gats -2/-1.

SC U Water States of the play of the play of the play.

LUR4.57

Technited creature gats -2/-1.

LUR4.57 Unhely Strength

Urborg Emissary SC U ••• The play if you paid the kicker east, return target permanent to its owner a

reand 371

orru Phantom SC C --- Combat

Liborg Phantom can't block. Prevent all combat
camage that would be dealt to and dealt by Liborg Phantom

Urborn Shambler SC U ***

At other back oreatures get 1/-1 4/3.

Urborn Skaleton

Koter & Page mers C C **

Koter & Droug Skeleton comes into play with a +1/+1 over 1 united to 10 Urborn 1 Urb

SOR C ***

player oiscards a card from his or her hand.

stern Paladin SC R \$\infty\$

continuous Destroy target white creature, 3/3, sporing Shade &C C ... Whie

NAME KIND OR PR COST SETS Aboshan's Desire FC C ... Enchanted creature has flying. Threshold: Enchanted steature

can I be the target of spells or abilities

ner Burst INS C *** Return up to X target creatures to the rowners hands where X necurring with a largest cleasures to their diviners in nancs where X is one plus the number of Ather Burst cards in all graveyards as you play Ather Burst

Elemental SC U Luk 45.57

Hylng. 4/4

Plying, 4/4

flied Strategies SOR U PP

Proceed Transplace draws a card for each basic rord type among ands he or afte controls

SC R PP

Flying Descard a card from your hand: Return Amugaba to its swears hand. 5/6

castral Memorias SOR P

In its owners stand. 6/6

Ancastral Memories

SOR R
Lock at the buseen cards of your library Put two of inner your land and the rest into you graveral Arcane Laboratory

Can oliger can't pay more than one seel each turn.

Kinchivist.

SOR R
Laboratory

Archivist.

SOR R
Laboratory

Archivist.

SOR R
Laboratory

Archivist. 7UL

Draw a card. 1/1

Arctic Merrolk

SC C

Koter-Return a creature you, control to its cener's hand. If you pad the kicer cost, Arctic Merlok comes into pay with a -1/+1 counter on it. 1/1.

Aura Barat

More terrority

Miss II • • • • • 00 Draw a pard, 1/1

+1/+1 counter on it. 1/1.

INS U •• ••

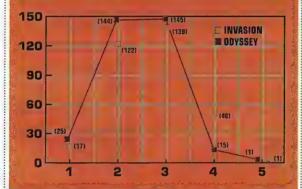
Move target enchantment that's enchanting a permanent to another permanent it can enchant. Gain control of

SC C --- --Aven Fisher SC C ••• 🖜 DD Flying When Aven Fisher is put into a graveyard from play, you nn

ryng, whoh aven isser is put mod a graveyard mon pay, y may draw card. 2/2 Aven Smokeweaver SC U ••• •• •• Fying protection from red. 2/3 Aven Windreader Fying •• I arget player reveals the top card of his or her brary 3/3 nn Boloful Stare SOR U --- SOR U --- Target opponent reveals his or her hand. You draw a card for

SSECTED MAGIC DI ODYSSEY VS. INVASION

Invasion's kicker costs, apprentices and killer gold cards wowed us. Odyssey's flashback and threshold mechanics require an entirely new mindset. So, how do Magic's latest major expansions compare, as weighted by 10's power ratings?



Swampwalk : Whispering Shade gets +1/+1 until end of

rum I/I ymnoth's Agenda Eh R ---- Pey no more than one spe, each turn. You may play cards your graveyard as though they wore in your hand. If a card would be put into your graveyard from anywhere remove if from the coney instead

from the game instead

wgmoth's Edict EN U 7/1/2

Whenever an opponent plays a white spell that player loses 1

remember an opponent plays a white spell that player loses the and you gain 1 life.

Zombie Assassion Sin St. St. C. Harrow two cards in your graveyard and Zombie Assassion the parent plastray larget nonhack creature, it can't be repensed 3/2.

Zombie Ros.

90 0 00 The Croose a color. Whenever Zombie Boa becomes blocked by a creature of that color this turn destroy that creature Play this ability only any time you could play a

Section 373

Whenever Zemble Cannibal SE C ••• © DD

Whenever Zemble Cannibal deals combat damage to a player you may remove target card in that player's graveyard from the name 1/1. Zombie Intestation

game 171. t**hie Infestation** EN LL ••• · ******* Diseard two cards from your hand Put a 2/2 black Zombie Disearo two caros rom creature token into play.

SOR U ... Return target creature card from your graveyard to play

BLUE

shan. Cephalid Emperor L × · · · 4 & Tap an untapped Cephalid you control. Tap target p H *** 4 6 6

Critin to its owner's hand 3/2

Bamboosle

SUR U

Larget purply reveals the up four cards of his or her sharp You cross bor of those cards and put them into his or her grave-year Put the rest on top of his or her sharp in any order.

Return Eugen permanent to its owners area of that permanent shares a color with the most common other among all permanents or the color set of rounds common.

Flattle of Wits E.R. P. O.D.
At the beginning of your upkeep if you have 200 or more cards in your loave you with the pame

Benthic Behemoth SC R P. TIM.
Islandwalk, 776

main rayed permanent to its owner's head. Also in MG Breaking Wave SRR Vour may filey free SRR Vour may filey fire sent where any time yet, out, in or, an insteal if you go. 20 min to legal in Smulaneously undo a lasted orientures and tea all undapped creatives undo a lasted orientures and tea all undapped creatives of the Carrhol Study SRR C.

Draw two cards them descard two cards from pur hand. Caphalld Broker SC U.

Gental Guerra SC C.

Caphalld Louter SC C.

SC Caphalld Louter SC C. 00

■ larget player draws a card, then dispards a card from the or her hand 2/1. ...

or ner hand 2/1.

Cephalid Hetainer SS R •• •• ••

Iap target creature without flying, 2/3.

Cephalid Scout SS C •••

NAME KIND CR PR COST

Flying Sacrifice a land: Draw a card 1/1
Compatid Shrine FN R • 94

SETS

L J. ••• 🐡 D scard a card from your hand Gain Chamber of Manigulation EL J.

J ... *** Confiscate 7117 Fiscate
You control enchanted permanent
NS C **** Contound NS C Counter target spell that targets one or more

Coral Merfolk 7.117

7Ц.

90 R 0 Dematerialize Return target permanent to its owner's hand. Flashback 🏶 🖜 🖜

pay with X = 1/=1 co.nlers on it, where X is the discarded cord is converted mana costs. 2/2.

Dream Thrush
Hyng ● larget land's type becomes the basic land type of your choice and if end of time. The converted is the second of time. The converted is the converted time. The converted is the converted time. The converted is the converted time. The converted time is the converted time is the converted time. The converted time is the converted time is the converted time. The converted time is the converted time is the converted time. The converted time is the converted time is the converted time. The converted time is the converted time is the converted time. The converted time is the converted time is the converted time. The converted time is the converted time is the converted time. The converted time is the converted time is the converted time is the converted time. The converted time is the converted time is the converted time. The converted time is the converted time is the converted time. The converted time is the converted time is the converted time. The converted time is the converted time is the converted time. The converted time is the converted time is the converted time. The converted time is the converted time is the converted time is the converted time. The converted time is the converted time. The converted time is the emwinder SD C • 0
Dreamwinder can't attack unless defending player controls an island. • Sacrifice en island target and becomes an island until end of turn. 4/3

Empress Galine St. B ••

Gain control of target Legend or legendary perma-

Equilibrium

Whenever ye. Day a creature spell yeu, may pay do if you do return target creater spell yeu, may pay do if you do return target creater in the sweet seal of it.

Example Artist sunbocacities of Score cast from your band sealurn Escape Artist to tis owners shand. If I Escape Routes

Example Artist sunbocacities of Score cast from your band sealurn Escape Artist to its owners shand. If I Escape Routes

Example Artist sunbocacities of Score cast from your band sealurn Escape Artist to tis owners shand. If I Escape Routes

Return Sarget white or black creature you control to its owners shand.

owner s hand

EP U ...

If enchanted permanent is red or green, it has "At the beginning
of your upkeep sacrifice this permanent unless you pay its Essence Leak

make cost.

Pracuation

**Return at locatives to the rowners hards.

Pracuation

**Return a creatives to the rowners hards.

Pracuation

NS C *

Pracuation

NS C *

NS C *

NS C *

NS C *

**Incomparage creatives speak of the sech basec area to pee among locate you control.

Pracuation

**Comparage creatives speak of the sech basec area from the speak of the sech based of the sech ba

KEYBEL IND TWO FACE-UP PINDS

those cards into your graveyard

SC C

Facilic Squadron

Facric Squadron SC C ••

Kicker & If you paid the kicker cost, Faerie Squictures into play with two +1/+1 counters on it and fields 1/1 rlying 1/1
Fervent Denial
Counter target spell Plast
Fighting Drake INS U -- Shback SC U -- SC

Fleeting Image SE R *** *** 7111

R-RARE

SL Summon Legend

MAGIC FACT If you look closely at Clockwork Avian, you can see on the ground the remains of a recent Avian snack. Yum!

MAGIC DATA

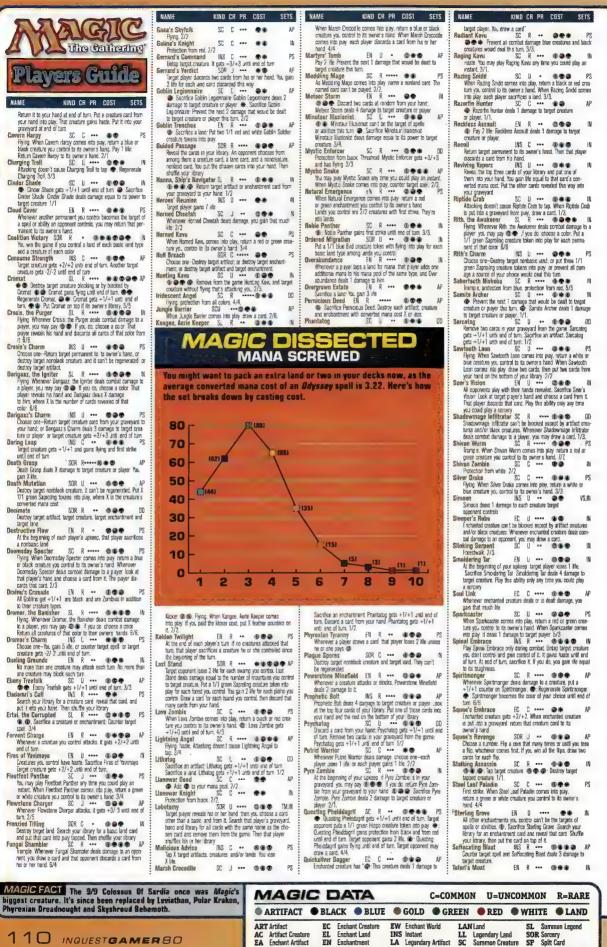
C=COMMON U=UNCOMMON

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND LAN Land ART Artifact EC Enchant Creature EW Enchant World AC Artifact Creature EA Enchant Artifact Enchant Land INS Instant
LA Legendary Artifact
LS Summon Creature
SP Split Card EN Enchantment

Restricted in Type 1 Banned in Extended Banned in Block Format Banned in Five-Color Magic Restricted in Five-Color Magic Banned in Type 1

an

108 INQUESTGAMERSO



Banned in Type 1 Restricted in Type 1 Banned in Extended Blanned in Block Format F Banned in Five-Color Magic F Restricted in Five-Color Magic

KIND OR PR COST SETS As Tefer s Most comes into play choose a color. Creatures of As feer's Most comes into play choses a corr. Creating consistent of the chosen constituted flying can tattack you moural Spring SDR C ... Driver that segal permanent on too of its owners illustrational position of the constitution of the constit ΔP PS Thaumatog SC U

Scorfice a land Thaumatog gets +1/+1 until end of tur
Sacrifice an enchantment: Thaumatog gets +1/+1 until nn tum 1/2

n, the Renewer SL R ••• •• IN

Rying Whenever lieva, the Renewer deals combat damage to a
player, you may nay ••• If you do choose a color, You geh

1 life for each permanent of that coon 6/6.

Ta's Charm

185 J ••• PS Trace the Renewer Trava's Charm.

The discontinuation of the cloud. Or one of the continuation of the cloud of the oreature 5/5
Victious Kavu
Whenever Vicious Kavu attacks, it gets +2/+0 until end of turn. 2/2. Vindicate
Dastroy target permanent.
Vedelian Zombie
Protection from grean 2/2
SOR R 1N Choose a number Destroy at artifacts and creatures with co verted mana cost equal to that number. Then target player reveals his hand and discards from it all nomand cards with converted mana cost equa, to the number.

acious Cobra SC U • IN

First strike Whenever Voracious Cobra deals combat damage to Voracious Cohra and has trample GREEN Ane Disciple

SC C

■ Service State Control of the Service State 7117 APA

Area of and/or of the purpose o Anavolver ate Anacher 3/3.

et Anacher 13/12.

Regenerate Ancient Shrenack 6/5.

Regenerate Ancient Shrenack 6/5.

Et Anoma the cards in your gravyard from the pame:

Pet a 2/2 green Bear creature: tissue nich play

set Alfand.

But 4/4 green Beast creature token into play

Pita 4/4 green Beast creature token into play. 700 Bull Hippo Islandwalk, 3/3. SC U *** *** player distant
Cartagrapher SCC C ...
We Cartagrapher Comas Infin play your may reit
can't from your graveyard to your hand. 2/2.
Chatter of the Squirret SOR C ...
Put a 1/1 green Squirret SOR C ...
Flashback ...
Chlorophant SC R ... SC C -- •• EX OD nn 36 R DD

KIND CR PR COST SETS NAME t EN U * TO (UU) hever a black card is put into an opponent's graveyard, you Whethever a basic card is out into an opponent's graveyard, you may craw a card.

St. U. D. Stard a card from your hand. Crashing Cantaur part trange and and of furn Threshold. Crashing Cantaur part trange and and of furn Threshold. Crashing Cantaur part trange and and of furn Threshold. Crashing Cantaur part trange and and of furn Threshold. Crashing Cantaur part Carping Mold.

1. Crashing Cantaur and the target of spell or all tiles. 57.7%

1. Crashing Cantaur and Cantaur and St. C. S. St. Company The St. Company The St. C. S. St. Company The St. C. S. St. Company The St. C. S. St. Company The St. C. St. Company The St. Company The St. C. St. Company The St. Compan Druid Lyrist

SC C

Scriftge Druid Lyrist

SC U

Scriftge Druid Lyrist

BC U

SCRIFT SCRIFT

Druid's Call

SC U

SCRIFT SCRIFT

SCRIFT

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SCRIFT Target player untaps all basic lands he controls.

Elder Druid SC R •••• . Tap or untap target artifact, creature, or Elephant Ambush INS C -- C -- Put a 3/3 green Elephant creature token into play.
Flashback.

KIND CA PR COST SETS NAME illa Chieftain SC C ••• ••• ••• Sorilla Chieftain wind Seal EN R ••
When Ground Seal comes into play draw a card Cards in graveyards can't be the targets of spells or abilities.

WW INS U •• T Ground Seal Hurricane The control of the co

: Target red or white creature galas trample until and of turn 2/1 Mirrorwood Treefelk SC U --- PS
Treefelk this turn, that damage would be dealt to Mirrorwood
Treefelk this turn, that damage is dealt to target creature or
player risbad 2/4. your mana pool.

Missole Burd.

Inspect orsalves exts + 1/4 X until end of nur, where X is 3 pus
the number of Missole Burs cares in hel gravyers.

Nantuko Usiciple

Signification egis + 2/4 2 until end of turn. 2/2
Nantuko Editor egis + 2/4 2 until end of turn. 2/2
Nantuko Editor

Signification egis + 2/4 2 until end of turn. 2/2
Nantuko Editor your mana pool." Muscle Burst

KIND OR PR COST

NAME

EN R **

Nature's Revolt

A lands are 2/2 creatures that are still lands.

Nemata, Grove Guardian St. R

Duta 1/1 green Sarpoling creature token into play
Sacrifice a Sappoling Al Sappolings get +1/+1 until end of

New Frontiers

SOR R

OD

Each player may search his or her library or up to X basic and acts can up them into play tapped then each player who was been acted and up them into play tapped then each player who searched nis or ner blarry this way shuffest it.

Winhibe Mongoose SU

Winhibe Mongoose SU

Winhibe Mongoose SU

Winhibe Mongoose SE

Winder SC

Winder S

Powers a season of EMPS in this pays, intression AM SOLUTES get 1/2/2 2/17.

Description

**Description

Pincer Spider

SC C In The Spider Spider may block as though it had flying. If you pad the kicker cost. Pincer Spider curves into play with a +1+1-touther on it. 273.

Pincer's Melody

SDR U STRUCTURE TO STRUCTURE

Piper's Melody SOR U • Shuffle any number of target creature cards from your grave

of the figure of the country of the

The state of the second post and post a

end of turn for each creature blocking it. 3/4.

Rampant formutb SOR C - 4 5 7M.C.T.M.

Search your bitzary for a basic land card and put that card into pay tapped then shuffly eyor. If the search you have to be search of the search your bitzary for a basic land card and put that card into pay tapped then shuffly eyor. If SC C - 7EX.

Reclaim.

Reclaim.

SC C - 4 5 7V.L. 3/5 6 7V.L. 3/5

A/50

Alegenerate target creature Draw a card

Regeneration

EC C -- De LU,R.4,5.6,7

Regenerate enchanced creature Also n IAMG APP IN

Restack SDR R
Return two target cards from your graveyard to your hand.
Return two target cards from your graveyard to your hand.
Returns Restock from the game.
Returns Restock from the game.
Returns Restock from the game.
Returns Returns

DECEMBER2001





When Kavu Climber comes into play, draw a card 3/3.

lowship seems like a card just waiting to be broken. Playing it with the color-changing Chameleon's a start. Just change the Kavu to the color of whatever it blocks, after damage is assigned but before resolution.

> 700 IN

> > Hani

Elfname Sanctuary

At the beginning of your upkeep you may search your Ibrary for a basic land card revea, that card and put it into your hand if you do skip your draw step this turn and shuffle

When Kevil Climber comes into play, draw a card 3/3
Kavil Revieler

Sit. U

When Kevil Hower comes into play reveal, the top tour cards of your thany first all Kev. cards revealed this way loth your hand and the rist on the bottom of your longs; 4/5
Kavil Lair

Wheneve a creature with power 4 or pratter comes into play, its controller draws a card.

Sit Ravil Raviller

Sit Ravil Raviller

Sit Ravillar

Sit Ravillar

Sit Ravillar

Sit Ravillar

Kavillar

Sit Ravillar

Sit Ra your library Elvish Archers First strike. 2/1. SC R --- D LUR45.67 First strike. 2/1.

Etvisif: Champion SC R --- Al Eves get +1/+1 and have forestwalk. 2/2

Etvisit Lyrist SC J --- Sacrifice. Eivish Lyrist Destroy target 71N 7.112

nchantment 1/1

eschaimert. 1/1

Evish Piper

Put a creature card from your hand into play 1/1.

Explosive Growth

NS C ...

Kcker ® Target creature gets +2/+2 until man of burn H

you peer low before rost, that creature gets -5/+5 until end
of hum instead

Falling Timber

Kcker-Sacrines a land Phosent all combatin gets -5/+5 until end
creature would gest this hum if you peed the codes one
you and combat clarange another target creature would dead
this hum.

trus turn i**lliar Graund** EN U •• •• Each creature you control can't be blocked by more than

tum. 1/4.

When the same the constraints of the constraints of the constraints of the constraints on the constraints of the co Add to your mana pool 1/1
Lamowar Yanguard SC C ... IN

1 Lamowar Yanguard gets +0/+4 until end of rum. 1/1
Lone Weff SC C ... TX
Lone Weff may seal its combat dramage to detending payer as though it weren't blocked 2/2
Lura
All creatures able to block enchanted creature do so. Matus powers of the control of the c Might of Oaks INS R INS

SC C ***

newar Cavairy SC C ***
Attacking doesn't cause Lanowar Cavairy to tap this turn, 1/4.



NAME KIND OR PR COST Trained Armodon SE C → 571M
3/3.

Tranguil Path SDR C → AP
Destroy all enchantments Drew a card

Tranguility
SDR C → LUR.4.5.6.7

Uestroy all enchantments. Also in IM MM IM
Treefalk Healer
SE U → 1
Treefalk Seedings SC U → 7UZ
Interlok Seedings SC U → 8

SEED → 1
Treefalk Seedings SC U → 8

Treefalk Seedings SC U → 9

Treefalk Seed or her library.

Verdeloth the Ancient SL R ***

Kicker ** All other Treefolk and all Saprolings get +1/+1 MAGIC DI contains eight such cards-Patchwork Gnomes, Buried Alive, Gravedigger, Scrivener, Cartographer, Overrun, Anarchist and Gallantry. How's that compare to other sets? 20 15 0 DIAN JESH (K 10 IERGAL ASQUE 5

IEM DI When Verdeath, the Ancient comes into pay if you paid the vicker cost, put X 1/1 green Saproling oresture threes late play 4/1.

Verduran Emissary SE U •• • • • P R

Kore • • • When Networks Envisy or ones no layer if you paid the succer cost, destroy target artifact. It can't be regenerated 7/3. etso 275.

Whenever you pay an enchantment spe! you may draw a card 0/2 Vernal Bloom EN R 211/2
Whenever a forest is tapped for mana, its commotier adds to its mapped for mana, its commotier adds to its mana pool.
Vigerous Charge
Koiser #- larget creature gains trample until end of lum.
Wrienever that creature deals combat demange this fun diffyou paid the lickness cont you gain like just all that deals compared with your larget land becomes a 3/3 meathre until end of furn. It is still a and three a card.
Wallap

SDR | SDR Wallop Destroy arque blue or blank creature with flying. Destroy rarque blue or blank creature with flying. Wandering Stream SR C Vo. gain 2 die for each basic and type among lands you control.

SC C Prebear SC G → SC G →

NAME KIND OR PH COST SETS NAME SETS Vivvimaya Enchantrass SG U 77
Yavmaya Enchantrass gets +1/+1 fav each enchantment in glay 2/2. play 2/2.

Zoologist

SC R •• • • CC

Compared to the point of your library. If it's a creature card put it into play. Otherwise put it into your graveyard, 1/2. RED 3/2.

Storties Barbarien Luratie: Barbarien Lurati that creature s controller

Bediam
Creatures can't blook,
Bend or Broak
SOR R --= - = -RERUNS! Reprinted cards pop up in major expansion sets all the time. Odyssey

KIND CR PR COST SETS P.L. a fuse counter on target creature. At the beginning of your upkeep, put a fuse counter on each creature that has a fuse counter on the Whenever a creature has four or mure fuse counters on it, remove a fuse counters from it and destroy it. That creature deals 4 damage to its conand destroy It. Instit creature death 4 camage to its controllar 1/1.

Breath of Darigaze SOR II ... 10 player. Threshold ●●● © Dhurflinger deals 2 damage to target breature or object. 2/2.

Chance Encounter P. R. R. ●● ● 08 Wherever you win a com file, put a lack counter on Chance Encounter. At the beginning of you suckess, if Chance Encounter. At the beginning of you suckess, if Chance Encounter. Will I will be a some Chance Encounter. Will I will be a window of the Chance Encounter. Will I will be a window. When the Chance Encounter has the products are ceited and Choose straper creature and file products are declared. Choose straper creature and file products are the file. The creature gets +1/+1 until and of furn. Draw a conf. Return Crown of Hames to its owner a hand Deadaguitt Caedaguitt C Ferview 1,51924 FN R S. S. Transcription 1,5192 FN R S. Transcrip SC U-- .U.R.4.6.7

NVASION RZA'S 25 Each player separates all land cards he controls into two facu-up piles. For each player, an opponent choices a pile Destry all lands in the chosen piles. Tall all lands in the chole piles. Blaze all lands in the chosen piles. Tall all lands in the chole piles. Blaze desid X darrage to target cartain er player Blazing Salvy Blazing Salva es all salva es to the creature or player to the creature is controller has Blazing Salva deal 5 derivage to him or her.

•

G.58

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42 15

> Btoodfire Celessus SC R •••
> Sacrice Boodfire Colossus Bloodfire Colossus deals 6 Service Boodfre Colessus Bloodfre Colessus ceas 6
> anage to each creature and each player 6/6
> Boodfre Dwarf Sc C A Service Boodfre Dwarf Boodfre Dwarf Boodfre Dwarf Goodfre Dwarf Goodfre Dwarf Goodfre Dwarf Colessus Goodfre Dwarf Colessus Goodfre Colessus Goodfr

Brendshot Cyclops SC R --- C Scrilics a creature Bloodshot Cyclops teas X damage to target creature or player, where X is the sacrificed creature's power, 4/4. 67TM

DD power, 4/4.

Beil Destroy all stands.

IN Bemb Squad SC S00

Gobin Bigging Team SC C • 5.6 7DX

Sacrice Gobin Digging Team Destroy target Wall 1/1

SC C • 5.6 7DX

Collin Elite Infantry SC C • 5.6 7DX

Whenever Gobin Elite Infantry blocks or becomes blocked, it

MAGIC FACT Citanul Bruid's name comes from spelling "lunatic"

Sylvan Might

INS U

Factorial and the Sylvan Both

Symbiletic Depiloyment

EA R

AP

Sun your Grav step, the, liga two untapped creatures you control that a card.

Tanda

got unaw a card. INS U ••• @ •
Prevent all combat damage that would be dealt his turn.
Attacking creatures don't unage during their controllars' next
uniting steps.

which the control with the control way of the control will be control to the control way of the control way

Thorn Elemental

Torary 4/4.

m Elemental SC R → → → 7.JD

Thorn Elementa, may deal its combat damage to defending player as though it waren't blocked. T/T

MAGIC DATA ● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

C=COMMON U=UNCOMMON R=RARE

EC Enchant Creature EW Enchant World LAN Land **ART** Artifact AC Artifact Creature EA Enchant Artifact EL Enchant Land EN Enchantment

112 INGUESTGAMERSO Banned in Type 1 Restricted in Type 1 * Banned in Extended * Banned in Block Format * F Banned in Five-Color Magic * Restricted in Five-Color Magic

SL. Summon Legend INS Instant LL Legendary Land SOR Sorcery

LA Legendary Artifact SC Summon Creature SP Split Card



present all combat damage trial Loaling Sient wous over one present all combat damage trial Loaling Sient wous over one face from At the end of your turn. If Mad Dog didn't attack or come under you or outful the burn secretice it. 2/2. If the second of t

est older losses he began on be ingrided in job with one of bidging, country that spell.

Magma Burst INS C --- G S No. 68-2 S damage to target creature or pieyer if you paid the kicker cost. Magma Burst deas 3 damage to another target creature or player

KIND CA PA COST SETS SETS NAME egma Vein ÉN Ú ••• 🍩 OTS Sacrifice a land: Magma Vein deals 1 damage to each crea SC R -- *** Haste Magn vove's power and toughness are each equal to the number of sorcery cards in al. graveyards. */*
Mana Clash SDR R The Clash

SUR R

45.71

Yeu and target opponent each flip a coln. Mana Clash deals

1 damage to each player whose coin comes up tails. Repeat
this process until both players come come up heads on the
same flip. the process until oth payers cause come up nesses on me same fig.

ninced Rege EC C ••• Be E C

relating to realure gets • 72 + 2 and can't blook

for larger

SC R • Be

Put a mins countre on target land. Whenever a i

with a nine countre on the somes supple, destry by, Whene

Mire Layer leaves pay, remove all mine counters from all

model 273 EXIN vhite creature. Miliusas contro, a bile creature, SC C •• Morris a title creative.

Mirk Kevu gies -1/-1 as living as you control a swiemp. 3/2

Mong Jaller cent attack if defending player controls an unlarged creative with power 2 or lists. 7/2

Mong Settry 98

Mong Settry 98

Winnever an opponent began a spell, Mong Settry gets +2/+2 und 1 and of turn. 1/1.

Mother Influence

INS R

Mong Settry gets +2/+2

Und 1 and of turn. 1/1.

Mother Influence and 4 dramage to thin or her,

Moulhale

Ingel payer remove sall lend cards in his or ther graveyard from the game. 44 Obstitute 4 are: rarget creature gains haste until and of turn.

SOR R

SOR R 7111 2117

NAME KIND CH PR COST Pyrocasm deals 2 damage to each creature.

Pyrocasm deals 2 damage to each creature.

4.5.6.7LG Pyrotechnice SIR U 4 45.6.1
Aydochnice self-4 dearenge divided as you choose among any number of barget creatures end/or players.

See Signed black or green dreature gains hasts until end of burn 2/1

Raping Gabbin SC C - 6.1

Santa Signed black or green dreature gains hasts until end of burn 2/1

Santa Signed Signe 67FY Haste 1/1

Rake Disciple

SC C

A

Payent the next 1 damage that would be dealt to target oreature or player this turn

get oreature or player this turn

Type guntle end of turn. 1/1.

Rake Sanctuary

EN U

A

At the regioning of your upless if you cannot a whole or bus permanent. Asks Sandurary deals? Anange to target creature, permanent and a buse permanent. Asks Sandurary deals of the permanent. Asks Sandurary deals of the permanent. Asks Sandurary deals a damage to that creature leaves. Kover * and/or If you paid the *

Roker & and/or 1 If you paid the kicker cost.
Rokervoiver comes into play with two +1/+1 counters and has "Whenever Rakayover dea's damage, you gain that much tile" you paid the 🏶 kicker cost. Rakavolver comes into play with a +1/+1 counter and has flying 2/2

ticess Charge SDR C -- (I rarget creature gets +3/+0 and gains haste until end of turn Pashback (1)

Reckless Embermage SC R --- \$37,MG
Reckless Embermage deals 1 damage to target creature

Records Embermage deals I damage to transfer or legiver and I damage to stand. 7/2.

Record 1 damage damag

Hogus Kave
Whenever Rogue Kave Attacks alone it gets 1/2/40 until end
of turn for each eard
Whenever Rogue Kave attacks alone it gets 1/2/40 until end
of turn, 1/1
Ruby Leach
First strike, Red spells you play cost to more to pay, 2/2,
Sahretach Tiger
First strike Rogue SC C 5.R.(J.A.

Serage First Strike 2/1,
Serage First Strike 2/1,

be regenerated. 171.

ran Harvest EN U -- **

Santifice a creature: Destroy target nocidasic and

NS C ----Sheek valentee berge between the one of the state of the Sheek She nn pg white or blue creature. 1/1.

SG R ****

Kisker * Trample haste. At and of turn sacrifice Sk zzik MCRES Trample basis. At and of the sacribes Sk zzik Jesses the Ricker bast was paid 5/3.

Sterry Kareu

Fagot and becomes a swarp until and of turn. 2/2.

Stepsinot Boblin. Sc. 0.

Stepsinot Boblin. Smash
Destroy target artifact. Draw a card
Spark Mage
SC U
Whenever Soark Mage deals combat damage to a player
may have Spark Mage deal 1 damage to target creature: player controls. 171.

ting Earth SQR C --- \$\overline{\

KIND OR PR COST SETS

pald the kicker cost, destroy target nonblack creature. It can't be regenerated, 1/1. Ivan Harvest EN U -- III

Steen Week or the beginning of the begin Target creature can't block this turn, Draw a card den Impact

NS J

The control of control of the contro

Lound let controls

Thermal Bact

MIS C

MIS

to pay 1/1 mderscape Master SC R ••• (a) 1 ••• (a) Farget player oses 2 bits and you gain 2 life. ••• (c) Faetures you control get +2/+2 until end of turn.

Trained Orgg 80 R by the state of th SUR C . .

Tribal Flarmas SOR C ••• C Tribal Flarmas SOR C ••• SOR C ••• SOR C ••• Tribal Flarmas dea.s X damage to target creature or player, where X is the number of basic land types among lands

That "Wound was a condition of the contract of the condition of the condit

Note after the more in death 3 datanege or see the control of the

and revea that card. Put it into your hand then discard a car at random from your hand.

SRR *** \$ 7.

Each player sacrifices four lands. Wildfire deals 4 damage to INS C

1BO





TAXABLE SERVICE SERVICE VI Free Phyrexian Arena, anyone? Gravestorm can be a windfall of extra card draws. Of course, your foe can remove a card in his graveyard from the game to prevent this. A quick Planar Void removes the option, providing huge card advantage.

2 or less if you need the knower cost, destroy that artifact if its 2 or isss. 1 yeu yeu im is known cost, is serriny that arrulaof if its converted ment oost is 5 or less notized.

Pendic Fineat.

St. C
nasts. 1 Partic Fineat is in a graveyard, Flame Burst's effect counts it as a Flame Burst. 27.8.

Partic Miner St. R
90 counts it as a Flamue Burst's et role Miner SC R •
Scentifice Pacilo Miner. Target player can't play lands this turn. 1/1
Infe Swordsmith

arrad Puma
SC C
Secret Puma can't attack unless a black or green creature
also attacks: 2/1 rching Lava INS C ... Scorching Lava deals 2 damage to target creature

or player If you paid the kicker cost, that creature can't be repenerated this turn and if it would be put into a graveyard 00 player controls. Seismic Assault piayer controls. smic Assault EN R --- The Property of the Pr damage to target creature or payer.

SOR R ***

BOR R ***

Untag target creature After the phase there is an additional combet phase to reward up an additional main phase.

Fischback **

Fischback *

INS C --- 🐞

IN

Shivan Emissary SC U •••• Stoker Stoker Shivan Emissary comes into play, if you

δĐ

The Cathering Plavers Guide Zan deals 1 damage to target creature or player. Draw a card 00 Fying, When Aven Claudchear comes into play destroy target enchantment. 22 - Sc C → ⊕ ⊕ 0.7 Aven Fleck Fying, ♣ Aven Flock gets - 0.9+1 until end of brin 2/3 Aven Shrinie N R → ⊕ ⊕ ⊕ 0.7 Aven Shrinie Whorever a payer plays a spall that payer pairs. A lie where X is the number of cards in air prayyers with the same name as that spall Balancing, Act Land payer chooses a number of permanents he or she controls equal to the number of permanents controlled by the player who controls he heavest then acrinices the rest stand player decards cards from his or her hand the same way Balanced Chaptainin SC J → ⊕ 0.0 Potection from creatines 1/1 Bonnistsh Emissary SC J → ⊕ 1.1 Korer ⊕ ♠ When Benarist Firms grown target and 1/4 H B IN an MIGUN Ovine Praence EN R • ** if a source would deal 4 damage or more to a creature or player that source deals 3 damage to that creature or Divine Sarrament additional +1/4. Bogget Huntle Signature United signature Sig MAGIC FACT Martyrs Of Korlis, Kjeldoran Home Guerd and Quicksilver Wall are the only 1/6 creatures in Magic.

NAME KIND CR PR COST SETS Coalition Flag can enchant only a creature you control. Enchanted creature's type is Flagbearer, if a spell or ability an

cronanted creature's type is Hapbearer. If a spall or ability opponent controls could larget a Hapbearer in July, that play, chooses at each of Replapear as a larget.

If a spell or ability an opponent controls could target a Hapbearer in July, that player chooses at least one Pagbearer as a target. 2/4.

If a spell or ability an opponent controls could target a Pagbearer as a target. 2/4.

If a spell or ability and player chooses at least one Pagbearer as a target. 2/4.

Sacr bio Edectated Marry: The gard 3 No. 1/1.

Dago Bisciple

Size Color Size

MAGIC DIS

see among Odyssey's 149 creatures?

27

HAESTOLD:

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HWING

ine Sacrament Ek R · · · · · · · · · · · · (White creatures get +1/+1 Threshold White creatures get an additional +1/+1.

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SPECIALLY

(II)

PROTECTIONS

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PS

80 7117

Regeneration. Trample. First Strike. Flying. Seems every creature nowadays does something special. In fact, only one *Odyssey* creature, Woodland Druid, has no ability. Which powers are you most likely to

SETS KIND OR PR COST

Embolden

Prevent the next 4 damage that would be dealt to any number of turner creatures and/or payers divised as you choose.

Fastback: When instantent Officer oncomes that pay you will be top four cards of your thoray. Put all Sodier cards reveaud this way into you hand and the rist on the bottom of year.

Fasta Rawy. 7/3.

Fasta Bawy.

MAME

eoracy, 273.

ase Dawn:

SOR R •• 100 ***

Colored mane symbols on all permanents you control and on all cards you own that aren't in play become ** until end of turn.

Draw a card.

Fight or Flight or go to the Revenue Plant are Flight or the Revenue Plant are the Revenue Plant are the Revenue Plant or th

D

ERATION

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SECTED

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4 damage that would be dealt to target creature or player this turn 1/1

Hersh Judgment EN R Secretary Hersh Judgment EN R Hersh Adegment comes into play choose a color if an industry or coprey of the chosen clore would due damage to you. Loses that damage to secondary categories to the controller value of Hersh Hersh Banker Secretary En Company Winn hauches Angel is put links a grayward from Jely, remove Bankeré Angel from the game and each other player gots a 3/3 back Angel creature token with thying into Daky 3/3.

Healing Salve INS C • # LJR.45.67
Choose one-Target payer gains 3 life, or prevent the next 3
damage that would be cest to target creature or payer this
turn, Also in MG UZ.

turn. Also in MG UZ.

SC U ---

They Ballista casis 2 damags to target attacking or blocking creature. 2/3.

SC C ---

Thing

Add one mana of any color to your mana can. 1/2.

poo., 1/2. **pic Defiance** EC C •• ****** Enchanted creature gets +3/+3 unless it shares a color with

the most common color among all permanents or a color tied

AMPLE

NAME KIND OR PR COST black and/or red creature target opponent controls. 1/1, Intrepid Here

SOR R *** ***

Kirthar's Wrath

SOR R

Destroy all oreatures. They carri to engenerated. Intensition
instead oceatory all creatures then put five 1/1 white Sorif creature listers with fying rish play. Creatures destroyed this way
can the regenerated

Kloidorna Royal Buard

SC R

All continued change that would be dealt by 05 by
unbooxed creatures this turn is dealt to Kjeldorna Royal Guard nstead 2/5 Knight Errant SC C • **⊕**

Training Creating

Training Section 1997

Tr 2/2 Knighthood EN U ** **

Final rate of resulting can't statick. ◆ Enchanted creature can't links first turn.

April 1985 - 1,1-1, and and of furn. ◆ Enchanted creature can't links first turn.

March of Souls SDR R -- ◆ ◆ PS

Destroy at Creatures They can the regionarized for each manuar categorithm is way in sometime rusts a 1/1 white Spirit creature calcer with Prings into pay.

Master Aporthecary SDR -- ◆ ◆ DD

Tap an untappeo Detect you, control Premer the next 2 damage that would be ceed to target creature or player that the Tap't Creature or player that the Tap't

to that artifact or enchantment's convented mane cost to target creature.

In Strouch

**I

Patrol Hound SC C ... The Discard a card from your hand Patrol Hound gains first strike

Discard a card fram your hand fattor thound gains first strike united of time 2/2.

John Memory Panna homand Capitain SL R ● ● ● 00 Whenever Panna homand Capitain attacks, attacking creatures get +1/1-1 united and time 7/2.

Plightm of Justifice SC C ● ● 00 Protection from real ● Sacrifice Polytin of Justice: his next time a red source of your choice would deal damage this time. The properties of the sacrifice Period of When the next time a red scarce of your choice would feel damage first time. Data kance of your choice would feel damage first time a Data kance of your choice would feel damage first time a Data kance of your choice would feel damage first time a Data kance of your choice would feel damage first first period for the time and to pan life sequence to that cards converted from a cost.

man cost.

Pringle of Loyalty

Enhanted creature has principled from the colors of permanents you conclib. The effect clears in throw Pringle of Loyalty

Pollism Remedy

Risk C. **

Kitsch-Scarifice a land. Present the next 3 damage that would be dealt this turn to any number of larget creatures and/or players develore say nuch costs. By juga of the kucker cost principled from the next 5 damage this way instead.

Pringle Secretary

Pringle Secretary**

**Elicit C. **

Pringle Secretary

**Elicit C. **

Pringle Secretary

**Elicit C. **

**Elicit C. **

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**Elicit C. **

Pringle Secretary

**Elicit C. **

**Elicit C. *

**Elicit

Prison Barricade SC C • The Kicker The Help of the Hel

EN C -- **

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND EW Enchant World **LAN** Land EC Enchant Creature SL Summon Legend AC Artifact Creature INS Instant
LA Legendary Artifact
LS C Summon Creature
SOR Sorcery
Summon Creature
SP Split Card EL. Enchant Land EA Enchant Artifact Banned in Type 1 * Restricted in Type 1 * Banned in Extended * Banned in Block Format F Banned in Five-Color Magic F Restricted in Five-Color Magic

114 INQUESTGAMERSO

KIND CR PR COST . Pay 1 life: Prevent all damage that would be dealt to you ◆ Pay I file: Prevent an examination with the many assumed your choich that shares a color with the mane aspent on this activation cost. Pure Reflection Cl. R • ◆ ★ River Costs. Whenever a payer playe a creature spell, destroy a Remotion. Shen that player puts a white Reflection creature taken into play with power and toughness each equal to the converted mane cost of that spell. SDR R • ★ ★ 7.0L mana cost of that spell. Purify Uestory all artifacts and enchantments. Rampant Elephant SC C Ingret creature blocks Rampant Elephant this turn if able 2/2. Ray of Distartion INS C *** Ray of Distartion Ray C *** Destroy target artifact or enchantment. Flashback: 7.IN foot Griffin SC C ... ** ying, first strike, 2/2, saf INS U ... ** sstroy larget creature with power 4 or greater, it can't B 7A Destroy larget creature with power 4 or greater, it can't be repenerated. Realitent Wanderer SC U •••• @ ★ ▼ OF First strike. Dispard a card from your hand: Resilient Wanderer gains protection from the color of your choice until end of turn. 2/3. Reya Dawnbringer SL R *** *** ** Things At the beginning of your upkeep, you may return target creature card from your graveyard to play, 4/6. Rolling Stones EN R *** 7.50 7.SH ills may attack as though they waren't Walls. SOR R You may play Rout any time you could play an instant if you pay more to play it. Destroy all creatures. They can't Sacred Ground EN R --- Tround Whenever a spell or ability an opponent controls puts a land into your grayward from play, return that land to play, Sacred Nectar So R C -- ** Sacred Nector You gain 4 life. Sacred Rites Diseard any number of cards from your hand. Creatures you control get +0/+1 until end of turn for each eard disearded m Sint Europe SC R P PS Scantte Eldere you control gain protection from the color(s) of target permanent you control unit and of turn 1/2. Sanita Milater you control unit and of turn 1/2. Senita Milater SC D P LEAA.5.5.7 Prevent the next 1 clarange that would be dealt to startet orisaturs or player this turn. 1/1. Sanita Milateration INS U INS U SOURCE OF your house to you to turn. Whenever damage from a black or red source is prevented this way, you gain life equal to the damage. Whenever an opponent tops of the gain 1 life. somed Marshal SC U ••• Whenever Seasoned Marshal attacks, you may tap target crea-Second Thoughts INS C •• Remove larget attacking oreature from the game. Draw a card. Remove target attacking oreature from the game. Draw a card. Scra Advocate S U •• Fyling. I larget attacking or blocking oreature gets +2/+2 until end of turn. 2/2. Sarra Angel 00 71/1 OD H a green source would deal damage to you, prevent 2 of that damage. Sphere of Grace If a black source would deal damage to you, prevent 2 of nn that damage. Sphere of Law EN U Framework and the specific of the specific ΩD that damage. Sphere of Reason EN U •• If a blue source would deal damage to you, prevent 2 of ЯD that damage. Sphere of Truth 00 mage. (EC U •••• # 4,5, ver enchanted creature deals damage, you gain tha 4.5.8.7.1G Spirit Link much life. Spirit of Resistance EN R •• ** If your control a permanent of each color, prevent all damage Hyou control a permanent of each color, prevent all damage that would be dealth to you. Spirit Weever SC U ••• •• Target green or blue creature gets +0/+1 until end of turn. turn. 2/1. Spiritualize INS U -- Until end of turn, whenever target creature deals damage, you gain that much life. Draw a card.

andard Bearer SC C ***
If a spell or ability an opponent controls could target a Flagbearer and ay, that player chooses at least one Flagbearer as a target 1/1. Standard Bearer a target [/1]

Standing Troops SG C **

Standing Troops SG C **

Start Standing Troops to tap. 1/4.

Start light

You gain 3 life for each black creature target opponent

Staunch Defenders SG C **

When Staunch Defenders comes into play, you gain 4 life 3/4. Strength of Unity Enchanced oreautic gets + 17 + 1 to search among lands you control.

Sunscape Apprentice SC C • *

Tagest creature gets + 17 + 1 until end of turn.

Put target creature you control on top of its owner's prise Deployment INS U *** FP Play Surprise Deployment only during combat. Put a nonwhite creature card from your hand into play. At end of turn, return that preature. Secritice an enchantment: bestroy larger enchanations.
 Counter target enchantment spell.

Testament of Faith EN U --- DD

Secretary: Testament of Faith becomes an X/X Wall creature until end

Bearscape 61 CO Notes David St. Norm consens devid litus, Heather Hadson

KIND CR PR COST

EC C ••• •*

ure pets +1/+1 for each basic land type



BEARSCAPE AND GORILLA TITAN Odyssey's all about symmetry between library, hand and graveyard. This combo thrives on it. A Bearscape on the table ensures your monkey stays huge, while adding a banana-boat full of 2/2s to your army in the process.

of turn. It's still an enchantment.

Tireless Tribe
SC C
Discard a card from your hand: Tireless Tirbe gets +0/+4 until end of turn. 1/1.

Venerable Monk
SC C

**
6,7,51 end of turn. 1/1.

arcable Monk SC C • \$\simeq\$ 6.7,SH
When Yenerable Monk comes into play, you gain 2 life. 2/2.

quence SQR U • \$\simeq\$ 7 When Venerative manus SDR U * 48**

Veneration Constitution of All Wall of Swords

Fying, 30

Wayfaring Glant

Wayfaring Glant

Wayfaring Glant

Wayfaring Glant

Wayfaring Glant

SC

Wayward Anger

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Wayward Anger

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Wayward Anger

Attacking dearn to cause Wayward Angel to tas. Threshold: Way
Manual Anger

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Destroy all creatures. They can't be regenerated

AND

bandoned Outpost LAN C → O Abandoned Outpost comes Into play tapped ♠: Add ₩ to your mana pool. Sacrifice Abandoned Outpost: Add one mana of any color to your mana pool, Adarkar Wastes LAN R **** Teker Wastes

LAN R ••• 5.6.7.IA

Add one coloriess mana to your mana pool. ★ : Add

or to your mana pool. Adarkar Wastes deals 1 damage to you.

The control of the co your mans pool.

Forsaken City LAN R -- PS

Forsaken City doesn't undap during your untap step. At the
beginning of your upkesp, you may remove a card in your hand
from the game. If you do, untap Forsaken City. ◆: Add one mans of any color to your mans pool.

Geothermal Grevice LAN C Geothermal Crevice LAN C Section Crevice Sind play tapped. ©: Add © to
your mans pool. Secrifice Geothermal Crevice: Add © to to your mana pool.

Irrigation Ditch

Irrigation Ditch comes into play tapped.

Sacrifice Irrigation Ditch: Add # to your

mana pool.

Sacrifice Irrigation Ditch: Add # to your mana pool.

Karplusan Forest

S. Add noe coloriess mane to your mana pool.

And P

To Add

To Add

To Add

To To Your mana pool.

To Add

To To Your mana pool.

To Add

To To Your mana pool. to you.

Ketdon Necropolis LL R ***

S: Add one colorless mana to your mana pool. **

Sacrifice a creature: Keldon Necropolis deals 2 damage to target creature or player, Lianowar Wastes LAN R **** AP

Crystal Quarry

Add one coloriess mains to your mans pool.

Crystal Quarry

Add one coloriess mains to your mans pool.

PS

Darigaaz's Calidera

LAI U

PS

Darigaaz's Galdera is a Lei m edidition to its land type. When

Darigaaz's Galdera is ones into play, secrible it unless you

return a non-lai rail dry our certifion to its owner's hand.

Add one to your mans pool.

Darkwater Catacomis LAI R

Do Add one to your mans pool.

Control Temple

All R

CO

Add one to your mans pool.

Control Temple

Add one to your mans pool.

KIND CR PR COST SETS

: Add one colorless mana to your mana pool. . Sacrifice Archaeological Dig: Add one mana of any color to your mana pool.

ribarian Ring

AN U

ribarian Ring

AN U

Santine Barbarian Ring deals 1 damage to you. Theshold:

Santine Barbarian Ring
Barbarian Ring deals 2 dartage to rappt creature or player,

stitlefield Forge

LAN R

IAN D Bog Wreckage comes into play tapped 🐟: Add 👁 to your mana pool. Sacrifice Bog Wreckage: Add one mana of any color to your

mana pool. **Evaniand**S. Add one coloriess mana to your mana pool.

or ** to your mana pool. Brushland deals 1 damage

his or her hand.

City of Brass

LAN R ---- 5,6,7,CH,AN
Whenever City of Brass becomes tapped, it deals 1
damage to you. : : Add one mane of any color to your mana pool.

Coastal Tower LAN U ---- IN

Coastal Tower comes into play tapped. : Add * or *

to your mana pool.

Crosts's Catacombs LAN U ---- PS

Crosts's Catacombs a Lair in addition to its land type. When
Crosts's Catacombs comes into play, sacrifice it unless you
return a non-Lair land you control to its owner's hand. Add

KIND OR PR COST SETS

Add one colorless mana to your mana pool.

 Add
 To your mana pool. Llanowar Wastes deals 1 damage

Meteor Creter

St. Choose a color of a permanent you control. Add one mana
of those a color of a permanent you control. Add one mana
of that color to your mana pool.

Mossifire Valley

While Open Add To your mana pool.

Nomad Stadium

While Open Add To your mana pool.

Add To your mana pool. Nomad Stadium deals 1 damage to you. Threshold:

The Add The Stadium Add Stadium deals 1 damage to you. Threshold:

The Add The Stadium Add Stadium deals 1 damage to you. Threshold:

The Add The Stadium Add Stadium deals 1 damage to you. Threshold:

The Add The Stadium Add Stadium deals 1 damage to you. Threshold:

The Add The Stadium Add Stadium deals 1 damage to you. Threshold:

The Add The Stadium Add Stadium nn gain 4 life.

Petrified Field IAN R • 0

Se Add one colorless mans to your mans pool. S. Sacrifice

Petrified Field: Return target land card from your graveyard to

your hand,
Ravaged Highlands LAN C ***
Ravaged Highlands comes into place the state of the state

veged Highlands LAN C → 0D
Reveged Highlands comes into play tapped ♠ Add ♠ to your
mean pool. Samithe Reveged Highlands Add one make of any
color to your mean pool.

No Service

PS
Rith's Brove is a Lair in addition to its land type. When Rith's
Brove comes into play, scanfilled it Linkess you ratum a non-Lair
land you control to the owner's hand. ♠ Add ♠ ♠ or ♣ to
your mean pool. your mana pool.

Salt Marsh
Salt Marsh comes into play tapped. : Add or to you

Sart Mars Comes in pay tappet. •• And of the dry of mana pool.

Sardoro Debris

Add or on mana pool.

Shadowhlood Ridge

LAN R

Shado Sardoro

Shadowhlood Ridge

LAN B

Shadoro Debris

Shadoro Debris

Add or of to your mana pool.

Shadoro Debris

Add or of to your mana pool.

Add or of to your mana pool.

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your mose poil.

Share Red:

AN R — Ad one colories man to your mene pool. → Add one colories man to your mene pool. → Add one colories man to your mene pool. → Add one colories man to your mene pool. → Add one colories man to pool. → Add one to your mene pool. → Add one to you will be add one one to your mene pool. → Add one to defense mene of eny color to your mene pool. → Add one to defense mene of eny color to your mene pool. → Add one to defense mene of eny color to your mene pool. → Add one to defense mene of eny color to your mene pool. → Add one to defense mene of eny color to your mene pool. → Add one to defense mene of eny color to your mene pool. → Add one to defense mene of eny color to your mene pool. → Add one to defense mene of eny color to your mene pool. → Add one to defense mene of eny color to your mene pool. → Add one to defense mene of eny color to your mene pool. → Add one to defense mene of eny color to your mene pool. → Add one to defense mene of eny color to your mene pool. → Add one to defense mene of eny color to your mene pool. → Add one to defense mene of eny color to your mene pool. → Add one to your mene pool. → Add one to defense mene of eny color to your mene pool. → Add one your mene pool. →

SPLIT CARDS

of larget criesrums amount progress of the second of larget criesrums amount progress of the second of larget spell or permanent becomes the color of your choice until earl of turn. / Destry target artifact. If y locating the second of larget s

can't block this turn.

Pain / Suffering SP U --- Ø / Ø Target player discards a card from his hand. / Destroy Target player target land. Spite / Malice

saget rand.

Spite / Mailce

Counter target nonceature spell. / Destroy target nonblack creature. It ear to repense the self-destroy target nonblack creature. It ear to repense the Prevent the next 2 demage that would be deal to target creature this turn. / Return target permanent to lits owner's hand.

Wax / Wanne

is owner's nand.

Wax / Wane

SP U

A

Target creature gets +2/+2 until end of turn. / bestruy target enchantment.



shows, cons

tournaments



If you want to list your show or tournament, contact:

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ILLINOIS

WEEKLY FRIDAY NIGHTS IN NOVEMBER & DECEMBER, CHICAGO

COLLECT A CARD N COMICS is proud to announce our \$100* cash prize tournaments every Sunday starting at 12:00 p.m. Type II 4 round Swiss; \$6 entry fee. Every Saturday, a booster box of Apocalypse or Invasion* is up for grabs in our Booster Draft Tournament; \$15 entry fee. *Some restrictions apply; please visit our website for details and directions WWW.CCNCOMICS.COM, 6810 W. Archer Ave. Chicago IL, 60638, (773) 229-0979. CCGPRO.COM is looking for teams to sponsor! Have what it takes to be a PRO? Give them a click and find out how to get paid to play!

NEW JERSEY **WEEKLY EVENTS, POMPTON LAKES**

HAPPY JACK GAMES, 8A Colfax Ave, Pompton Lakes, NJ. Brand spanking new event schedule for your enjoyment. Mon.: Fashion Show. Dress to thrill! Tues.: Junk Trick Night. Learn such classic poses as "The Flying Squirrel," "Eiffel Tower," and the ever-popular, " Dinner

Platter." Wed.: Ladies' Night-YET AGAIN!! The triumph of ridiculous hope over cruel, cruel experience. Thurs.: John Shaft Night. He's a bad mutha—shut yo mouth. Just talking 'bout Shaft. Fri.: Exit Only Night. First one to land a mud shark wins a prize. Sat.: Aleister Crowley. Night. Come scream at the sky until it rains down upon thee. Sun.: Recovery Day, After last night's activity, you need to relax. All that screaming at the sky; what's wrong with you? Fri. and Sat. night: DCI sanctioned M:TG Booster Drafts, MLB and NFL Showdown, in stock!! Warhammer 40K Kroot and Tau Army, in stock!! Wide selection of RPG core books, modules and supplements. Stop in and say hello. You may even meet The Dude.

WEEKLY IN NOVEMBER & DECEMBER NANUET

WIZARD WORLD, the longest running tournament in Rockland! 1/4 mile east of Nanuet Mall on Route 59 in the Pathmark Shopping Center. Magic tournaments every Friday at 6 p.m. Players vote for tournament type (I, II, Draft) with prizes for the top three competitors. Call for Warhammer information. We also have a complete selection of Warhammer, LSR, Star Wars, BattleTech and Pokémon. We will demo any game upon request. For further information, contact John @ (845) 624-2224.

DECEMBER 2, MCLEAN/VIENNA (WASHINGTON D.C. AREA) CAPITAL ASSOCIATES MONTHLY COMIC, TOY AND CCG SHOW, Tysons Corner Westpark Hotel, 8401 Westpark Drive, McLean, VA. Directions: Take exit 47 (Route 7 West) off I-495, 1/2 mile hotel on right. Directions (703) 734-2800. 90 vendor tables: 1st table @ \$85, 2nd table @ \$80, 3rd+ @ \$75. \$3 admission; children under 5, FREE. FREE parking, 10 a.m.-4 p.m. Buy, sell, trade: CCG, Gold, Silver & new comics. independents, horror, sci-fi, anime, DVDs, figures, toys, posters, T-shirts, original artwork, non-sports cards, etc. Guests: Call Jeff Rocen @ (703) 912-1993: http://members.aol.com/comicshow or e-mail comicshow@aol.com.



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Crank Up The Toons by the IQ GAMER Staff

Mice chasing cats with chainsaws? Wise-cracking robots enslaving humanity! Fat kids with promiscuous moms. Cartoons sure have changed since the days when Sylvester spent a half hour trying to outsmart Tweety bird.

Good thing too. Today's ruder, cruder cartoons make for much more amusing Magic cards. Thanks to all the fans who submitted ideas for these.







